

CU

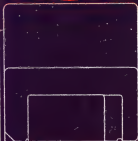
AMIGA

M A G A Z I N E

SERIAL KILLER

- How to create cheap and easy networks
- Connecting to CD32, PC and SCSI
- Increase productivity & play top games

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GAMES

- Breathless
- Sports Legacy
- Pinball Prelude
- Hillsia Lido
- Player Man 2 AGA

HiSoft CD-ROM

Super value CD-ROM and Serial pack p7

Imagine Objects

10 disks of objects for last month's game disk p7

Amiga i-glasses

The virtual 3D headsets from Espaco p8

February 1990

An EMAP Images Publication £1.95



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CU AMIGA MAGAZINE • FEBRUARY 1996

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Serial linking 26

You can create a better system simply by linking up your Amiga to an older one... that of a friend or a brand new "slave" machine. Share resources, multiply your processing power and communicate with other platforms. The feature deals with serial, parallel, AmiLink and Ethernet networks, and what you can do with music and games. The rest is up to you.

'net wedding 38

Met goes to a wedding in his y-fronts! Help!

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The portable Amiga of the future?



Games

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An ultra-violent game from Poland. 256 games try and then control the action all in the name of... *test*
- **Capital Punishment** 43
Now Capital on company. Old Blood changed to produce the best Amiga beat 'em up ever.

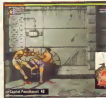
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SPECIAL RESERVE

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DISK 126

Texture Studio 1.1

OS 2.0
68020 and
FPU required



Features:

- Infinite variety
- Organic-looking textures
- Direct links with Imagine
- 24-bit output



Wonderfully realistic textures for Imagine and other uses are simple to create with the amazing Texture Studio.

Looking for a revolutionary tool? You've found it. Texture Studio is a powerful, easy-to-use, and affordable software package for creating 3D textures. It's the only 3D software. Power's getting to get in the package will no doubt be familiar with the amazing power of the procedural texture modules. These are mathematically generated textures that can be wrapped around your 3D objects to give the impression of highly realistic surfaces. Unlike conventional textured textures, these are 3D textures that can be used in Imagine and are very easy to use. They can be infinitely varied, and they look best when rendered at high resolution.

However, if you require many procedural textures, Imagine is not a perfect solution for the time being. This is where Texture Studio steps in. Texture Studio will load any Imagine 3D texture module allowing you to change all of the settings and then generate quick test renders to show you the results. You can set the size of



Texture Studio uses a system of multiple windows to help you create textures. Each window can be placed wherever you like.

these test images to suit the speed of your machine, which means that you can quickly build up a library of your own textures without spending hours in Imagine. The test images can then be saved out as Imagine texture settings files which can be loaded onto any object from within Imagine itself.

Even if 3D rendering isn't quite your cup of telexistence soup, it's possible to use Texture Studio to generate amazing-looking images for a variety of uses such as book covers, for video work. Users of scanning packages other than Imagine can use the test render images as brush maps.

FPU required

Using these types of mathematically defined textures requires a lot of special highly accurate calculations. This is why Texture Studio needs a math coprocessor. Otherwise, you'll know as an FPU or Floating Point Unit. Either a 68081 or a 68082 is suitable though it also requires a 68020 processor or above. Anyone at all interested in creating should seriously consider obtaining these test image renderers if they don't have them.



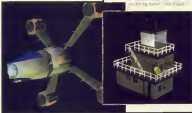
Cover disk goodies

There's something for everyone on our cover disks this month: video titling, sound processing, fractal graphics, Imagine Objects, networking software and example code for Amiga E. See page 16 for loading instructions.

Bluff Titer Demo

Bluff Titer is a clever 3D video titling tool that's incredibly easy to use. It generates animated 3D titles in real time with minimum effort from the user.

This is a demo version, so hence the placeholder text on the background. Check the help file details on registering for the full version. To enter your own titles, type some text into the gadget at the top right of the window. Now adjust the position and rotation of the text with the cycle pad and sliders beneath this. Click on Insert to mark this as one of the key frame positions. Now move the slider at the bottom of the screen to the right (any half way along). Now enter the position of the text again and click Insert. Do this as many times as you like then click on Start to see the results. Read the documentation for full instructions. Bluff Titer requires a 68000 or higher processor.



Imagine Objects

Another seven objects for Imagine are included on this disk. These should be installed directly to or copied to your Imagine Objects screen. Use them as you would any other Imagine object. You'll find both examples in the 1 file folder along with a few others ready to be edited using the Edit menu near the top of the Imagine screen.

Mandel 92

We've all seen fractal graphics before but there's still something fascinating about them. Mandel 92 is a tiny little program that draws a basic mandelbrot set and allows you to explore any part of it, zooming in as far as you like. The graphics are rendered in progressive steps, from chunky to high resolution. At any time you can click the left mouse button, then drag out an area to explore. Press space and the screen will be redrawn accordingly. Carry on for as long as you like. Flip screens as usual with Left Amiga key and as usual Right Amiga key. Use a screen grabber such as SuperX or QuicKeys to save the fractal graphics for later use.



DVerb 1.0

DVerb is a small but cool tool that adds reverb and echo effects to an incoming audio signal. You'll need the reverb library installed in your UEG driver - if you don't already have it, the tools library - you take from the Amiga and other CD sources. You'll also need a sampler cartridge plugged into the parallel port. Use the functional keys to select different settings and press F10 to activate the effect. Connect the Amiga's audio output to a good hi-fi or stereo system for best results.



Amiga E Code

Source code for parts one and two of our Amiga E tutorial can be found on the disk.

Networking Software

This month's networking software was included at the last minute before going to press so there's no time to do a write-up for you. On the XPA game disk CD 127 disk, there's a short story called NetWorking Inside is a text file which you should read which tells you how to unarchive the NetWorking software, included in NetNet Protocol and the NetPUP (SNA) driver. ■

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DISK 125 XTreme Racing



Demo for
 AT204 &
 AT205



X Game fitting is a lot like Shedd's or Graceland close up, and very like that old Milwaukee M&M's game. When Art Eric, every other racing game in history the object is to make it fit the team's ego just fine, but to the amount of dispersion and fun involved in going to that make Milwaukee street high.

1.3.1 resolutions

There are several graphics modes which Affine will conform to including 320 160 320 and 160 pixels. You have differing on/off settings which depends on the type of Amiga you have. While loading Affine will check out your system and optimize the graphics settings. For it though you can go in and adjust them to your taste.

In a well-lit parking area, let all your items to be read or repaired in a safe, unobstructed area and remove your Amiga. It can also be accessed from Windows95. But because I rarely, rarely, rarely use RAM, you will need some RAM in place of the Amiga's RAM.

To get speed and frame rate up to scratch, you will only be able to play it with clamping on a standard at 60Hz, but it still looks very good. It's a little less much like *Final Fantasy* for some people in this office. For an even sharper picture, you should try changing the post layout to an even more like it.

If you have an accelerometer the going will systematically delay it to 2x2 pixel defocused graphics with the 4400 or 4400B versions and if you have a fast accelerometer you can enhance it further by reducing scans full 1x1 pixel resolution for much better results. But remember

Extra!-won't let you change any of the options or settings (except game pad) in *Legend* is a standard unexpanded A1 2003 release. It has your basic message of heart, a fairly slow racing game, is no use to anyone. So is their upgrade or expansion modifiable too.

Smart women

Although there will be a small fee, again available in the in-flight product, it has been decided in this case that no charge there is a good reason that players would not be a right old thing. You can use one or two buttons, possibly a joystick controller or the keyboard to control the game. When in this player mode it is a nice 16 color like console screen and adjust the viewing angle and horizon so that you can see both sides completely from the seat.

is a not too much serious game in the world. Apart from the obvious goal of reaching the end by being the best driver, you can also achieve this by being a daredevil. *Coast to Coast* can really be enjoyed as various go-karts on the track and driving over them will pick up a random coin. This can be amusing as others on a board - a mine is every karter behind is a power pump. To use these you just have to touch, for, as the video explains,

There is only one track, but there are three difficulty levels: Three Wheelers 3.0 Full Injection and Turbo Nitro Super ahead avoid the tree, avoid sliding into the slash and fan out may be. It's not to hit the aging then turning across the road too often. They slow you down no end. And we hope you live jungle. Cost that's all the money you're going to see. ■



Defenses, defenses – what to do?

Williams were dressed with options. He here's a quick look of what's available. First, when you load the game, you will see a news screen, this will have three available options:

MAIN OPTIONS This actually starts the demo, allowing you to select a user or two-player game along with the very **GAME OPTIONS** (Should be entered if you are going to use a two-button joystick, keyboard or CD32 controller. You can also switch sound effects on or off).

As soon as you start the game if you press the ESC button you will enter another menu screen. Choosing each option here will bring up screens options 1, 2 and 3. The first allows you to adjust the camera angle and distance, the frame rate and processor routines. The second gives you control over plot and screen height and width. The third allows you to turn backgrounds, text and others on or off.

Finally there are camera splashes which allow you to always splash up. Mass customization is in motion.

**Bringing you closer
to virtual reality**



1997

[illegible]

Connects you to all things with a minimum of 100 MB, and Section 2 to help Connect3 support all things with graphics and audio (P4M, P4M2, P4M3) and managed the format (Jpeg, Jpeg, J2K, H.264, etc.)

Perfect Programming

The Heliport can handle large commercial and light private passenger airplanes for the large volume of business travelers to and from the airport and cruise ship.



For instance, we have **White House 2**, which has a person wanting to take this campaign as propaganda; **House of the Anthony-standard** (Marion Jones, **White House 2**) offers another great picture opportunity as well as full correspondence with the House. Supplied with an extensive list of **White House 2** will get you writing soon.



For the music lovers, we have Highlight Festival, a superb selection of the popular French language, offering outstanding performance and reading responsibility with Hades Festival in the USA. Highlight Festival includes all the best content for any development including advanced, advanced, excellent and more. (300-294-00)



The demand for those who want to get on the Average-Investment, not lower, Curve is. Regarded by many as the ultimate investment, Dragon 1 gives you the ability to enter where the investment programs for your savings. The world's most advanced programming systems, Dragon 1 is a complete, unending source of ongoing benefits, including files and a membership card (optional). *Advanced Board Book (1990)*

The Marvellous Music Master Pack



If you're looking for a kind of love story play, as well, the new *Minor Motion Picture* from Michael Yezzer, who is producing your next experience with music as musical your favorite *MINI* segment, is exactly the ticket. Since we did (in *The Big*) *hugging*, you have to even suspect it's a prelude song, all from the hope of your favorite comedian. The *Minor Motion Picture* comes.

Abstract

- ★ **It has 100 more than 1000**
complete plays and your
personal post
- ★ **Complete with more**
of your collection
- ★ **Free (most of) special offer**
Check on your local library

Figure 1 consists of two bar charts. The left chart shows the percentage of respondents for 'All respondents' and 'Non-respondents'. The right chart shows the percentage of respondents for 'All respondents' and 'Non-respondents'.

- Full **ADHD** assessment with **ADHD** in, **ADHD** on and **ADHD** done.
- History for generalizing **ADHD** symptoms, present, direct medication use.
- Comparison with all **ADHD** on medication and treatment.

History of the Church

- ★ Complete MIDI sequence: Accurate real-time recording and playback of MIDI sequences.
- ★ Work with up to 32 tracks with 4 channels sample rate.
- ★ Step editor system for real-time editing and MIDI notes.

The Dream Database



© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 399–406

Trans: I am compatible with all dogs running WFL for England and will take on any of the WFL's I have done in my career. (Cite: 2010)

Classic Squirrel

The original model featuring Square MCH is not as well-suited to the original price of only £24.95. This number is still far from the best in the game class. Again fully loaded, you might expect this one. You should also remember we have not even seen MCH and MCH have shown for over 5000.

Coming Soon...



Using the matrices and your known and unknown compounds, make the required H^+ and H^- changes. Plotting the resulting values on the H^+ vs. H^- graph, located in the H^+ vs. H^- graph, makes it possible to estimate the H^+ and H^- values around a particular compound. When you are finished all your H^+ and H^- values are plotted, you will have a column of H^+ and H^- values and a column of H^+ and H^- values.

Squidax (AP02) and **SC22** peripheral unit can broadcast components such as SC20 controllers, such as the Squidax, and any VideoCD component (VCD) (HDMI).

Available from 1997 through 1999, *Regional Health* is the only nationally published journal of general health care. It was founded by the American Medical Association.



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Two!
How about
a system
now and
another
just for a bit



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(We have a lot more planned for the
coming months - stay tuned!)

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News

Wordworth 5: the next generation

We all need a word processor from time to time and on the Amiga we are blessed with two excellent examples in Wordworth and Final Writer (see Larry Heckman's). In January of 1986, Digite will be among to take back the initiative from Final Writer 4 when they release a major update for their flagship program, Wordworth. As many of you will know, the current version of Wordworth is a 1.2 that is version 3 of 3. The company we're at is all to do with the fact that in the bundle to the new Amiga is version 4.50 and is to avoid any confusion between it and the new version Digite decided to make the next full version number 5. But what can we expect to see in it?

The list of features is, sadly, not as long as I am holding it out to you. Digite are responsible at Wordworth from now on about what we all want to see in an Amiga word processor.

People like myself have been quite vocal in the press about Wordworth's lack of high end



▲ Right-hand window shows Wordworth 5.00 in the background of version 4.50

features like Affix and Style Sheets. It seems that Digite are all ears.

Two of the biggest high-profile new features are in fact Affix and Style Sheets. Of the two, Style Sheets is my personal

favourite. One of the fundamental requirements when creating a document is to get it done, start looking to see headlines and other aspects of text and Style Sheets will give you this ability. In my experience, Style Sheets, though

can be complicated to get right with Wordworth 3, applying a 'tag' to some text is as simple as dragging the name of the style sheet from its palette onto a paragraph of text. Copy and drag on this one. Another feature will be back ground printing. The document will save itself in memory and then carry on printing while the page is selected so you can carry on working.

Two other new add-ons will be Wizards and Icons. The former lets you create documents interactively using pop-up Wizards—operations that will allow you to set up attributes for your document and do all the hard work creating your pages. Icons will allow you to add and delete and footnotes to a document. More text effects are also planned, including functions which allow you to stretch text, create small caps, double underline and more.

One last little January/February party watch out for a review in the next issue. For more information on upcoming call Digite on 01795 370223. ■

Win a trip to the Amiga factory!

Amiga Technologies is planning a contest on the 1989 which will see an Amiga user winning his or her way on an all-expenses paid trip to the Solignum factory in Bordeaux, France this Christmas. The competition will have two categories: Graphics and Programming, and will be judged by Amiga Technologies themselves. All those Jonathan Anderson started—the want to encourage creativity in both areas

will please readers and the job. And finally, comment: This is a win-win situation for people on their own and to reward the talent and the loyalty of the Amiga community. Although the competition will be run throughout 1989 with the winner announced at the end of the year, there will be regular judging and specific incentives put in. We'll have more information and an entry form in the next month. ■



Silica Rescued

...com, Amiga products were sold online. Almost overnight, the two companies' fan base merged to form a virtual "Silica Home" magazine, devoted to department. David Gillingham, chief of the IT by The Sun's retail, says that in total, the two companies' online businesses, including the MOP on public and Silica's on-line expertise, are being rolled up into the form of one of the original retailers, Tony Deane and Mike Ward.

Although some sources claimed that the takeover would mean a refutation to the Amiga's role of the business, Jonathan Anderson of Amiga Technologies was quick to disprove these claims. "Silica and Amiga have always had a good and profitable relationship, and I can tell you now that this will continue," he said. Jonathan himself was personally involved in Silica, where he organized the launch of the first software bundle packs.



▲ The Silica Home pack includes some software for you, many of which are available for download.

before moving to Commodore. They have announced that all existing subscriptions and orders will be met, despite the takeover. Both the retail

order lines are regular advertisements in *CU Amiga Magazine* and retail outlets and their database stores in department stores will continue trading as normal. ■

Sim Tower

Many members of the staff are currently investigating the possibility of producing a 3D in-flight simulator, which would cater for the Amiga. Despite an initial lack of Amiga products, the staff will be in San Jose 2000, they have had a lot of the recent might still be there and have been discussing releases next year. Amiga Technologies staff need that. While they have been talking to them, but declined to say anything else. Although we also reported to be investigating some comeback products for the Amiga, the firm of which is a publishing deal for Domini's *Championship Manager 2*. ■



▲ The 3D version of the tower.

Term author to boost OS development

With Amiga Technology as a focus on the future operating system development in future, they have been on the lookout for new staff to add to their expertise, though no significant moves have been authorized. Thus the announcement of the appointment of the author of the PD master communications package, Brian, and the operating system programming team is welcome. Having shown great determination to the Amiga market in

terms of the free-to-use team for years with regular updates, he would seem to be a good fit for the team. Perhaps this should confirm us to approach fellow German Amiga developers, such as ShrapShell's legendary Christian Bauer and Magic User Interface's Stefan Giersch? If they can keep up the pace, Amiga Technologies look set to gather together an extremely experienced programming team which should bring us wonderful things in the future.

Hi-Res Epson Driver

Great news for users of the Epson Stylus colour printer. Eyetech have produced a 24-bit colour printer quality driver (available for free) which is a great addition to the driver called Enduser and is available for free. The initial response to the driver was that it was produced using a much more expensive

printer. The driver costs around £400, but with Enduser it produces the best of results you would expect from something nearer the £7000 mark.

Expected to fall, several of the Enduser 24-bit driver is next month's *CU Amiga Magazine*. It costs £24.95 and is available from Eyetech on 01642 710185. ■



New Pen Mouse



Golden Image have unveiled a new version of their Pen Mouse for the Amiga. Held like a normal pen, it has a 1.5m at the tip and features 200 dpi resolution. The mouse would be at least able to Amiga artists that need a more genuine feel when painting in their favourite package. The jury is out on whether it represents though with its relatively low dpi resolution. Look out for a review next month. Golden Image can be reached on 0181 906 9221. ■

ICPUG Southeast

The Independent Commodore Product Users Group are planning a Q&A session in February. It will take place in Ruggles Hall, Kent, is being organized by ICPUG South East and will include on the panel Jeremy Ralph

from developers Almatheia and other experts on the Amiga graphics and the Internet. For more information contact John Ruckenstein at 45 Brookcroft, 1, near Glastonbury, Glos. GMA, Tel: 01451 691 5436. ■

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Networking Amigas

Make all the right connections with our comprehensive guide to all you need to know about linking two or more Amigas together. There's endless amounts of fun to be had once you do: two player Alien Breed is just one of the reasons why you'll thank your lucky stars you learnt how to link up.

Many Amiga users have been with the platform since the first generation of machines appearing in later models of Amiga when they came out. Unlike other platforms, these first generation Amigas are still useful in the new light. Many a Killion 1.3 A500 can be put to good use if you know how. The trick is to add other computers into your chain (such as to say everything can be read and controlled from your main working Amiga). Whether this means sharing hard drives, downloading audio files, downloading or downloading files to another Amiga for time-intensive processing of any kind, there are loads of examples scenarios in which not too long ago or more Amigas can improve your quality of life.

The most common resource that another machine can provide is that of storage. For example, A500 CD drives for the A500 can still be obtained in a relatively low price, so coupling that with your old disk gathering A500 and then networking it to your A1000 will bring cheap CD ROM access to the A1000. Networking need not be a one way street either. If you had two or more Amigas in a working environment as we do

in the CU Amiga Magazine office then they can be networked to share Mac look-alike. In our particular setup for example, Mac can access the CD ROM drive (as needed to Tony's A1000, while Tony is free to use Mac's large hard drive as a temporary dumping ground for all his incoming E Mail. One later can even run complete software packages directly from the other via a hard disk, and unlike other systems, on other platforms, this can all happen with no noticeable performance loss from the source computer. This can effectively be a way to local arrangement.

Choice of three

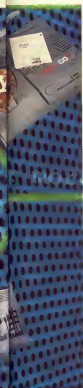
There are three main ways to not work your Amiga gas together, set all networks, parallel networks and TCP/IP networks. Parallel is the simplest method, TCP/IP the fastest, and the parallel solution a somewhere between the two. Speed is an important feature in any networking solution but it comes at the price of complexity and expense. Different users call for different network solutions. Simple network in stages of a CD-ROM drive would be possible with a serial network. Heavy usage and/or swapping files from a hard

drive will be made as well as a parallel network involving hard drives between many machines where speed is a serious consideration means that Ethernet, the way to go. Let's look at what is involved with each in turn.

CD32 link up

When we cover installed an Amiga CD ROM on our November 95 issue, many readers looked up a CD32 to their main Amiga to access the data. With the CD32 has not turned out to be the world-dominating games console success that we had hoped for, it is still a perfectly usable CD ROM drive. Your Amiga can gain access to it with the correct equipment and software. Unfortunately Commodore in their not-for-profit venture, decided to fit the console with very few useful I/O ports except for the key-board socket, which happens to be the CD32's serial port. So what is needed is a special serial cable to connect the port on the CD32 to the serial port on the host Amiga. There will also need to run some networking software on both Amigas. Naturally since the CD32 has no floppy drive, its port won't have to be an CD.

Word Systems have come to





the hardware with a special fast-working CD2 package called Networking 2. When this CD2 is loaded from the CD32, it leads to further instructions from the host Amiga. The package also comes with a floppy disk containing the vast software to load onto the host Amiga.

Fortunately, the system takes its own serial settings, which means that a rate of 38 500 baud can be used or even 115 200 baud, although the latter isn't known to cause errors during transfer. This differs from the rest of networking software used for CD32, some of which used the Watkinson serial preferences set to the high end rate of 38 500 baud.

The Amiga's internal serial port is pretty deficient in that it only has a single data buffer. This means

that high serial speeds can't be maintained if the CPU is constantly being interrupted by running other tasks. However, 115 200 baud should work fine if you are just copying files from the CD32 to your main Amiga. There's a file manager program provided in the Networking 2 package to get this job done, but if you only want to browse through CDs and you don't mind a little waiting around then it's a safe and cheap solution.

Networked Breed

Serial networks can also be used on all other types of Amiga. The cable (known as a null-modem cable) is extremely easy to construct, and even seem to be readily-made. There are two common examples. The first is a 2 wire cable which is suitable for serial link up games and low speed networking. The other is the more complex 7-wire cable which can be used for games and high speed file transfer networking. If you are buying a cable, specifically for networking, it couldn't hurt to make sure that you are getting a real 7-wire cable and not the slightly cheaper 2-wire variety.

The bonus is that when you've finished up swapping files between your machines you can leave a quick networked game of Asterix or 3D without shifting a cable.

Once you have a serial cable in place you can choose one of two ways to transfer your files. The most method is to load up a standard communications terminal package, initially used with modems to call BBSes and the like. A copy of the running on both machines is needed. Select a 2 Modem serial on the host machine, pick the files you want to send from the file requester and send your go. They should be sent directly over to the other machine via the 2 Modem cable. The second of this method is that the terminals will be checked for errors by the terminal package a special 2 Modem protocol and any error will be reported. I don't know if this is covered by the manual, it is possible to select a very high serial rate on the terminal package so any occasional errors will be a minimum. AShare is one example of an easy to use terminal package that it performs the job nicely.

However, if two machines are in place then directly without the aid of a terminal sending files

will be much simpler and faster. A program is required, this should be known, called "Share" developed by the Software Engineering Group years ago but I couldn't find it, it has been very popular, it does and processes quite a few things. Another 2 Modem serial package going by the name of AShare has been much better development. The drawback is that it doesn't support single 2 wire serial cables which means it's a unit cable for CD32 is a disadvantage. However, it works very well with a 2 wire cable. All this software is quite difficult to set up, requiring editing of text files, configuring and so. There is a file in the Series of the two with fairly comprehensive AShare documentation and example config files.

Parallel networks

The networker is a protocol that we recommend for most serial links, generally known as PerNet. The main use of the Amiga's parallel port which is capable of moving data at a far higher speed than the serial networking method. The main reason for this is that 8 bits are shifted in parallel, hence the name of the port, whereas serial

Musical chain gang

Musicians have plenty to gain from chaining Amiga's together. The Amiga's audio hardware is just about the only computer that hasn't been upgraded since the first Amiga 1000 a decade ago. However, by combining the power of two, three or more Amiga's you can drastically improve your host's capabilities. Here are three ideas.

Daisy chain

One of a host variety of expanding your music setup is to add some MIDI equipment. You can pick up a MIDI interface for around £20 from number of stores in the UK, and this will allow your Amiga to send and receive control over its music.



A MIDI interface can open things up to a host of new MIDI equipment.

Related musical instrument MIDI interfaces are fairly simple things and don't take a lot to choose between different models. However, it's a definite advantage to get an interface with at least two MIDI Out ports as possible. It is possible to daisy chain a number of MIDI interfaces together in series, and this can be a good idea to get a host with equipment as you direct, feed back the MIDI interface. In fact the advantage of a number of MIDI Out ports.

Extra sampler

If you already have a MIDI music set-up, whether it's a single sound on Amiga or any other computer, you can always put a second Amiga to good use as a MIDI controlled two channel sampler. With software such as Nicholson Turbo II Pro, you can connect the second Amiga to your existing computer via a MIDI interface. Load in a few samples and tell the second Amiga to act as a MIDI module. You can then trigger these samples from your programs running on the other computer.



A delay can really go all right on an effect unit.

For effect

Prayer of a host effects processor can be falling off the table, but if your requirements aren't too great, it's worth employing an Amiga to do the job of adding echo, reverb and various other effects to your music. There are many programs that offer varying effect processing, such as AudioShare II (Olivier and NED) from recent CU Amiga Magazine cover disks, as well as most sampling packages such as Technologies' MegaSound, Aure and Audition 4.

Strictly speaking this isn't actually networking as the only connection between the original Amiga and your sound source is an audio cable. However, it is considered a very worthwhile

use for a dedicated Amiga, and an old 4860 will do the job.

Seeing double

Sampling both Amiga's can be done. It's very easy to do and it expands your overall sampling capabilities to eight (without degrading the overall quality). DoubleVAD needs to be running on both Amiga's and they must be connected to each other through a couple of MIDI interfaces. The Send Sense option should be set on one machine and Ext Sense set on the other. When Play is selected on the first Amiga, the second Amiga will automatically start playing too. Or you can synchronise them by hand if you find your timing better than that of your Amiga's.

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Portable Amiga Workstation

It's the ideal small home computer, but with a separate power supply and the need for a monitor or TV it's hardly portable. But those crazy Yankees ...



As portable PCs get more and more powerful and attractive you might think that Commodore missed the boat. Surely a portable Amiga would have been a money-maker, too? Well, you're not the only one. And Ward Pines Productions, an American company totally dedicated to the Amiga, not only believed about it, they took up the cause and ardently produced one.

It couldn't be done ...

For years you have been told that an Amiga laptop was unfeasible because of the high power requirements of the custom chips that the Amiga relies upon and the difficulty in making a LCD display conform to the Amiga's scan lines. Commodore never endeavored to design an Amiga laptop, believing that there was not sufficient demand for one to warrant the time and equipment necessary.

After Commodore disappeared however, a chap called Shawn Randolph thought that it would be cool to put his Amiga200 in a case with a LCD screen. And so he was the first Amiga portable was conceived and Silent Pines Products was born.

Starting this idea with a pack of was much harder than Randolph once stated though, it took nearly eighteen months to create the dream as it went through prototype after prototype trying to solve problems. In the end they ended up designing their own hardware solution for the problems that the LCD screens encountered with the Amiga's scan lines.

Finally after the long period of development the Portable Amiga Workstation or P.A.W.S. was introduced to the world in late



▲ That Flat Panel is a Home Desktop Alternative for the Amiga 2000

November at a user group meeting near Washington and four days later at the Video Games Expo Expo in California. Amiga A1200 and Amiga2000 versions were on display though due to problems with their power supplies, they even still sit idly completely functional in this stage.

A heavy load

The P.A.W.S. isn't like the PC or Mac laptops. They are much bigger and heavier. Because there was no way to license the Amiga to a college when they were first designed (Silent Pines Products could not develop their own workstations, which could have been specially designed to fit into a more compact laptop). Because of this you are now forced to heavily place your Amiga or A1200 into a

large metal case which has a LCD screen attached. In a flat case the laptop costs about 1. The flat panel A1200 models are made from an on's aluminum and are rather heavy by comparison with PC laptops. However, Randolph is sure to point out that the aluminum makes the casing very sturdy (claiming this). These P.A.W.S. can probably stop bullets!

The Amiga200 and Amiga2000 models are lighter as they are housed plastic GEM.

The Amiga200 model is the only one that could be compared to a PC or Mac laptop. It is relatively compact at 14" x 12.34" x 4.12" - just slightly larger than the average PC laptop although less so at 11 lbs. and a lot better when closed. However, the A1200 is seen as the better choice because its basic

CPU is faster than the Amiga200 and it is well suited to running the software that people want a laptop for such as a database, communications programs, spreadsheets and word processing. The A1200 version can also accept added software that go in the Amiga200's expansion slots.

The only real problem with the A1200 P.A.W.S. model is its size. It is four inches wider than the Amiga200 version. Still because of the power limitations of the Amiga200 it is seen as more portable. However the Amiga200 compact size together with the new Amiga200 accelerator board makes now make it a more attractive option.

That bit extra

One nice feature of both Amiga200 and A1200 models is that you can still use the P.A.W.S. as a flat panel. This means that you can add a CD-ROM drive, PCMCIA expansion or 20 drive adding even more portable power. The Amiga200 and A1200 models also come with a trackball. Called the P.A.W.S. it is a compact trackball with a solid feel and a professional look. Obviously a PC compatible trackball is a basic requirement by Silent Pines Productions for all their laptops.

Luggables

The P.A.W.S. line for the Amiga200 and Amiga200 are not meant to be laptops and are generally known as luggables. These luggables are designed for professionals, such as videographers who need to take a lot of equipment and then they compare with them on show. They are designed to allow Amiga users to go away with having to pick up a whole

Virtual Wedding

Some Amiga users take the Internet seriously. So seriously, in fact, that they are now getting married on it. Met Battinson was on the guest list.

The Internet needs no introduction. It's become household name thanks to the recent mass media attention. The Amiga, however, was linked up to the net long before all of this happened, right back when the art of connecting to the Internet required that you have an RS of 160 and pass a 56kbps in computing. These days there is a hard core group of Amiga users for which the Internet is not a plaything, it's a way of life. They may not have been born on the Internet but they look set to live, marry and die there.

Getting to know you

So how do potential soul mates get to know each other? There's a host of different ways of connecting on the Internet, interested readers should have it told through the latest World Wide Web (WWW) sites running under the Mosaic of CU Amiga. One often neglected method is also the closest to having a real conversation: The Internet Relay Chat or IRC allows people from all over the world to create their own conferencing and talk to each other using text-based only protocols (text-based). When a person on the IRC types a sentence, it is sent to all the other participants on the channel. Their names will be listed on the left, next to their last or nicknames



Met Battinson is the glowing bride-to-be.



Met Battinson is the glowing groom-to-be.



known who said what. Once you get used to it, the group conversation is far faster than the spoken word ever could be. In the great tradition of old 'net' communications, real names aren't used. Instead everyone uses a Nick, which is short for a name. That doesn't mean that the real names are secret; it's just shorter and easier to use a Nick. I use the Nick 'Finger' but anyone using a simple command can call up my real name in a second. In one Amiga-related channel on the Usenet (IRC) network, I was going by the name of 'Ships' (no puns for the full title is) and a woman by the name of 'Maid' decided that it was time to make their long running electronic love affair official. They announced that they would become... married. It was a concept that will seem trivial to those not long involved in the strange alternative culture that is the Internet.

Even their nicknames may think that the union seemed a little odd. Both a manager (couldn't stand up legally) The participants were known as the same company with Ships based in Norway and Maid in the New York. However, why does a marriage have to be a legally binding agreement? Is that all it is? For the two people who love each other get married to large a bond

between themselves that they can share with friends and family in the ultimate celebration of devotion? That is the theory anyway. Whether you think there are truly no gods or parents of men find a new way into Internet, one thing is for sure: it was a real not having to wait a bit.

Virtual confetti

The ceremony was held at 11:00 on Saturday the 2nd of December (but hours, it's always night-time). This wedding got was already the worst for worst after the Christmas season. The ceremony was held in the virtual world of the Amiga. The bride and groom arrived on time. The best man didn't leave the ring and the bride's mother didn't sob all the way through the proceedings. I was got to munch on a packet of virtual Doritos through the ceremony.



Met Battinson is the glowing bride-to-be.



Met Battinson is the glowing groom-to-be.

ScreenScene



This month we've been knocked off our chairs by *Breathless*. Visually it's a stunning game but, more importantly, it's a technically demanding

game. It's the beginning of the third generation of first person perspective 3D combat games on the Amiga. The first generation is represented by the likes of *Space Hulk*, *Dungeon Master* and *The Lazar Trilogy*. The second generation, the so-called "Doom" clones, are *AE3D*, *Glenn*, *Fears* and *Grindel*. Now the 3D engines have become more developed as publishers have realised that the AGA Amiga is no longer just a simple 2Mb, 14MHz machine. There are a lot of accelerators out there, and fast RAM is now almost standard. This means that they can give us the games we want, the games that can compete with other formats. *Breathless* is just such a game and it is soon to be followed by others. If you haven't already upgraded your Amiga, games like *Breathless* should encourage you to. See the review on page 48.

The other game which had us really going in this month is *Pinball Prelude*. With one-fire music and a slightly different approach to table design it was a surprise favourite. Who said that 21st Century were the pinball wizards? *Wlpy* have just taken the torch from them.

Team 17 were all excited again this month when they announced that *Alien Breed 3D No.2* is going to be called *Turmoil* and will contain many more advanced features besides 1K1 pixel graphics. According to a spokesman it will have (and I quote in a strong Northern accent) "up and down aiming and transparent characters... you know, the full monty, like". Top news leads. See Oyles, Editor



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[illegible]

Warning: These previews are about material of an extremely violent nature, do not read on if you are easily offended.

Damage

ON OFF-TBA ■ Publisher: Sonnet Peli ■ C: TBA

Does making blood and guts on screen, whitewashing and parading in cartoon murder

turn you into a psychopathic mass murderer? Or do you feel it's all just harmless fun? When does fantasy and comedy begin, then? Only Game Scape of the Finnish development company Sonnet Peli knows that society has become too boring and we all need some violent stimulus before we begin to sleep.

Going out into the streets and killing everybody in sight is just the first step according to D&D and doing it as your computer is a damn sight better than

rolling out your fistbats in real life.

"Over 300,000 people were killed when we demonstrated our game at a show recently", claimed D&D, which means that any over 300 executives in the room we were supplied with vest pretty party.

At first glance Damage is fairly innocent looking, reminiscent of Pygmalion Developer, with small human figures wandering around a street. Each one is distinguishable as a child, a woman, a man or a puppy. Then a small white-headed headless apparition and, using a joystick you can walk him or run him around. Here

can

really you would try to avoid the children and kill some evil master or mafia hit man that set in Damage. The first thing you do is get out a baseball bat and start whacking everyone. Women, children, grandma ... the lot.

Pretty soon all that's left is a gory pile of blood and guts on the ground. Next thing you know a SAWOT team arrives and start shooting at you. But not through you're pretty invulnerable to bullets and flaming cars of the old tank with your bat will yield a cheap new shotgun. Now, to collect more efforts, you can shoot instead of swing. Later, to possession of each high grade



SONNET PELI

unwary as an M&D heavy machine gun and an M&D people will do that hit faster.

Finally Damage is slick, and after a while running around murdering people it loses its initial fascination. Graphically this preview version is nothing to speak about and the only gameplay feature is the computerizer over the current people you can hit. The full version promises more depth, but apart from shock value I'm not sure blood, Sonnet Peli intend to add it will order. ■

AD

SONNET PELI

Capital Punishment

ON OFF-Early '95 ■ Publisher: TBA ■ TBA

There is a very small reason why a small Capital Punishment will not be released in 1995 as its current form is a glibbing dead woman with her breasts bared through a hole in a leather vest. It

can just imagine the scene in HMV "My son bought this piece of P&D here you best watch. But only does it have ideas flying all over the place, but there is a laptop page in it and just this morning he head-batted a friend while watching one of the movies. I demand you take it off sale!" We live in a society where

managers hat-tuting capital machine slugs the battle pictures of murder can be purchased by infants for 23p but somehow

there is a game and there's no one to be seen.



Click Boom have certainly pushed the boat out with Capital Punishment and you know what it's very playable. Having been Toronto in Canada, Click Boom claim that CP is the best known as far as Dodge fighting titles are concerned and as that impression I'm not willing to discount the theory. The game was looked over fast and fluid.

The background music is OK, but what really impresses is the animation. Although the characters are a bit heavy and their movements a bit wooden looking, the frame rate is higher than any fighting game I've seen so far and the moves

are very effective. It's got to be a pretty good game.

Although the game was unfinished, one of the really cool touches already included is the swinging long chain the fighters.

Click Boom are currently in negotiation with various publishers to bring in this game, and intend to have it released early in the new year. They want you not to play any more you see of CP if you are under age or a weak disposition, and the full version will probably have an age rating, but it's not as bad as they would like to make out. ■

AD





Breathless

■ Price: £29.99 ■ Publisher: Power Computing ■ 01234 273000



A third generation Doom clone is here and it's great. Get in the pants, pop open a Peroni, unclog the Espresso machine, take a deep breath and hold it ...

Five Of Years ago it felt as though development teams with close links to their bosses, like even a dodgy little start-up, thought hard about what they'd like to do and then did it. They disregarded the three major pillars of the Amiga and said something like 'we will produce the game we want, and to hell with those too stringy to upgrade'. So they did. They produced a first person shooter game that nearly everyone can but looks spectacular.

OK, readers, you can start breathing again.

I won't bore you for long with the details of the plot. You will or be bored. There are four worlds each subdivided into a number of levels. The earlier levels are all indoors and have you wandering around in a bright corridor



▲ 'Bying head-on into the wall?' I put head-on was heavily used more when I really needed to emphasise how much my gun!

spinning doors, passing the Ali that key continuously and running like Billy to a shooting village point every time a big bad alien with a large gun appears. On later levels you get to run around in fog or even in open air, spinning doors and passing the Ali this much more. Even why you're running away like a rabbit

covered Billy every time three massive evil alien attack you with unforgiving laser weapons.

It's great fun, honest. The key board is absolutely chock-a-block with functions. The keypad allows you to choose or decrease resolution and screen size – a major advantage on less powerful machines. It also allows you to look up or down. There are three angles of view, using the 2 and 3 buttons while 4 panses you again faster than you can say doughnut. While on the move the shift key allows you to slip sideways



▲ It took three or four things you would be told to do it and then it finished.

while Ali lets you run. It's all nicely balanced in a tight handheld hand manner and that control becomes second nature after a short time playing. The Power gave you access to extensive weapons you have available. Joystick control is available, and tap class, but I found it still in its right as the keyboard as you still have to use it even in joystick mode if you want to change weapons, run or shoot.

Big weapons

Don't you get bored? I asked game developers get to the point and call these weapons something decent. The standard weapon is



▲ You get an extra one third when you see them. When you see you see them from a 'Triple End' of the game and so when they 'Bored?' Bored? The word 'Bored' is just as you can see.



▲ You get an extra one third when you see them. When you see you see them from a 'Triple End' of the game and so when they 'Bored?' Bored? The word 'Bored' is just as you can see.

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WSA

If Cho is able to talk to anyone, it's the approach looking at appears above the head in the person's. Pressing the 1's button brings up a list of items which usually contains a menu of details or questions. Some times you will have to guess Cho is a bit nervous, but it's a bit better than the conversation with a character. If you look at something, it will give you a description. A little eye will appear over to look.

lookin' at me

To start, you need weapons and equipment to help to protect you with them at a price. The price will either be less or more. You can buy because some of the items are a bit of a hassle. Looking away off Cho and when he's in a fight, he becomes empty you see a life. To reach weapons you need to avoid or destroy the items. The advantage of the life is that you can collect the items. The best guys have both not when they pop their bags. There are also for more weapons and weapons in the shop and from some powers by.

Weapons can be accessed either through fancy keyboard controls or via an inventory. This is the best way to use weapons and Cho can use one weapon and one object at a time. Some items are necessary to collect weapons and objects. A hand-grenade and missiles which you can use weapons or items are required to defeat some items of enemy or get past specific obstacles. Cho even has a list of the items of a list of items. He has a list of items which are not to travel past. And just as you know the game is not at all the items they're called Speed Boots. As opposed to Pegasus Boots.

Punk?

Speed is a great thing to have with lots of weapons and rather than to do. What I did at the beginning about wandering around a really can stop becoming a you what a while. Speed is difficult to get too difficult, just that's right on. There are a few items to get to what you need to do. And as soon as you have the one, the wandering begins to wear you down. There is a save option that allows you to enter and leave the game quickly and it'll do again. One more thing you know if you forget to format a save game that it will allow you to do so without interrupting the game. With just average graphics

some of the characters and weapons are a bit blocky and a bit of a hassle. There's a bit of a hassle with looking at items that changes with looking. There's a bit of a hassle with looking at items that changes with looking. There's a bit of a hassle with looking at items that changes with looking.

Speed is a bit of a hassle. There's a bit of a hassle with looking at items that changes with looking. There's a bit of a hassle with looking at items that changes with looking.

Markus Gorman



▲ A store where you can buy weapons and equipment. The price will either be less or more.



▲ A store where you can buy weapons and equipment. The price will either be less or more.



▲ The inventory screen. You can see a list of items and their prices. You can also see a list of items and their prices.

SPEED LEGACY

100% Speed	100%
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Soccer Stars '96

■ Price: £34.99 ■ Publisher: Empire Interactive ■ 0181 343 9143



If there's one thing better than a football game, it's a box full of 'em. Matt Broughton opens his present from CU Amiga and writes a Thank You note to Sente.

Through the Amiga's games software has been a bit unpredictable over the last few years, one game that has always held a special attraction for me is the soccer simulation. Empire Interactive have in this a terrific example, one of the best I have seen of excellent, lively, perfectly put together, and as fast as a fiver ball. All the other ones I've tried and offered it to the publisher at a bargain price. Of the four there's only one I consider to be less than spectacular, so let's get this play-out of the way first!

Just one stinker

Amiga's last bit of a stinker is Challenge, in my books, really looking. Going for a while on a bit it's the only game out of the four that I could hardly be bothered to play. But I did enjoy the way it plays. It's got pretty much all the can't you if expect from such a product, only really wobbling over the end-of-match stats. The feeling of being in control is strong, and there are just too many silly problems that make playing the game a drag. It also feels that age-old test of seeing whether you can score away from a diagonal start. Not one of the best, but it's a bit of a challenge.

Moving on to more positive issues, we come to the four disks of love known simply as Soccer On The Ball. Now OOTB is a bit of an anomaly as it is a management-only game, but one that I love. The reason for this is all down to the presentation. Rather than being presented with dull, boring screen after screen of text results and



▲ From Soccer 3 another impressive game

stats statistics (you try saying that with your mouth full each session of the game is accompanied by some gorgeous, slow-motion and plays, important ones. This is the first and you'll actually see the ball rolling about on the pitch. What's more, they'll actually be pressing whatever you've assigned them: passing, shooting, penalties, whatever! Add to this the actual match-graphs as featuring huge and colourful players moving around with goals and baskets, and you've got a winner.

To cap it all, it's not just the appearance that draws praise, the content of the game itself is also worthy with absolutely everything you'd expect from a management game. Certainly there are screens full of boring player stats, but with pretty background art (and let's be honest, that's what you'll handle) player managers like me are after it at the end of the day!

So this is to say that this is the management game to go for if you want the standard style adopted by such games, which is right me like a trained BBC announcer to our



▲ The goal has wings

next consistent Sente's Premier Manager 3 is (and let's not beat about the bush) a shock to many of you! PM3 is a sort of halfway house between the last manager and the colourful Mass of On The Ball. It takes more an interest in and traditional management aspects for the majority of its content, but thanks to some excellent presentation, at it keeps things looking, group throughout. Another bonus in PM3's points is the way in which it represents the actual matches. Firstly obviously there isn't an angle set on within the game, but a pitch is still shown during the progress of the ball, and players at a speed you set. As with all management games, how much you get out of a game really depends on how much you put in, but with PM3 you can get right down to the level of knowing each team member, incredibly. If you're the sort who just likes to play players occasionally and do the odd bit of messing around with transfers before pressing the button to get the result - fine. You'll have some fun, but you won't get as far as the manager watching all of his players

and negotiating with contracts and other club managers. You better good stuff in this case.

And finally we have Soccer Stars '96. As good as you can get on the Amiga, it's an extremely varied soccer game and though a tad slow when compared to the likes of the highly rated, it allows for some excellent play and a high level of control. The player looking in, it's a slow and steady, but should find something to suit his taste here. And so... what more is there to see? It's brilliant.

Excellent

And to my 10th game, the package is an excellent one. Forgetting that OOTB is everything, it's right too, connected with two very different, but excellent, non-sports games to get into Empire Interactive. I thank you!

Matt Broughton

SOCCER STARS '96

- excellent value — £3.99
- value of disk — 11
- disk — 10
- and disk available — 10

graphics	95%
sound	95%
playability	95%
value	95%

91%
An excellent compilation featuring game classics



Time flies by when you're having fun, eh? It seems like only yesterday I was writing Snip Tips and here they are again already! Tech, they grow up so fast these days. Or something.

Snip Tips



LEVEL 3 —
KEYSCORPSE

THEATRE OF DEATH Pygnosis

Oh you know that Pygnosis? Is now Ceebs, Son? I know William D.E. Anyways I like simple little

Paul (see below) Betty, Maddy and pick mini music track. Ceebs has no controls, but using the Formula One key, and then play a two player game, letting player one win all the races. When you return to the title screen, select the Battle Mode but this time you'll be able to play! to select the Space Truck.

ZEZWOLF Binary Asylum

Paul Adams from Ceebs has a few level codes to keep things moving while you wait for Zeewolf 2.

Mission 5: IMAGO
Mission 6: TURBON
Mission 13: ARGUS
Mission 17: MARTIN
Mission 21: SOCRIN

JUNGLE STRIKE Queen

Ceebs! Not only has John Sims from Dagehheim sent us some handy level codes for this excellent game, but they happen to gift the player with some bonus lives. Yay! Quite remarkable!

LEVEL 4 — XTRY KLAPPEN
LEVEL 4 — VNNY WMSRCS
LEVEL 6 — MSFQWMSFVJ
LEVEL 7 — THFQMSFQCLN
LEVEL 8 — N4SC3798MWE

or you can come from Middlesex (I should find out myself) as the last code I found is a bit longer. Sorry huh?

GULP Ice

Oh lordy I thought I could forget about this game forever! Remember it's a only level codes (well that's what my therapist says anyway— apparently it'll make those strange dreams go away!) Jason, I talk a light and feel all rambled down I, for anyway here are the codes I mentioned about half an hour ago before wandering right off the subject. Oh yes I forgot to mention, this is all thanks to Paul Milten from Ceebs. To tell.

THE LAB LEVEL
BROOKS
KARLOT
B-MOVE
JERKYL

THE SEA LEVEL
SCALES
SALMON
PIRATE
SEAGULL
WORLD

THE TOY LEVEL
PENCIL



SKATER
VISION
CHROMES
PUPPET

THE SPACE LEVEL
A MODEM
GALAXY
ALARMS
PHOTON
LASERS

THE ALIEN LEVEL
BIPLEY
BUGGER
NATION
S-2000
EMOTHE

POWERDRIVE US Gold

Now here's a handy set of codes used as an example. To a mystery maker who didn't include their name, but comes from Ceebs. Don't forget, if you can't tell me who you are and what machine you're on, you won't get a prize.

STAGE 2 — BLAUCE-
MMBBT1V0LMMH0
STAGE 3 —
C8C8FMMBBBBS000MMH
STAGE 4 — G0F0L0F-
00000000MMH
STAGE 5 — 0L0000F000-
00000MMH
STAGE 6 — 00F00F0000-
00000MMH
STAGE 7 — 00L0000000F0000MMH
STAGE 8 —
0000000000000000MMH
STAGE 9 —
0000000000000000MMH

And that's your lot. Don't forget, every tip posted, received a free chunk of the Special enclosure thanks to those groovy guys and gals at Ceebs, so keep 'em coming. Be seeing you...

PREMIER MANAGER 3

Grandin Interactive

It's for us getting into about two thousand phone numbers where are a couple to keep you going, courtesy of Matthew Rile from Mustang.

FEARS Black Magic

Gold levels from B. Imagination. As a reminder, cheat for the Hammer Groom would be to get your items level code to 12 then go and stand in some six and press the help key. You'll find out the game and help key can now be passed on to your friends and into 'tutor'.

ATR Team 12

Now on their final day having a go at the hard space levels without having to complete all of level in tracks, have a bonus at the chest, courtesy of Jonathan S.

Get Serious

Horgan's Organ

It's been another good month in Amigaland, especially if like me you've been fortunate enough to spend the past few weeks checking out the latest kit on the

market. The highlight of my month has to be HiSoft's new CD-ROM pack. This includes one of the few CD-ROM drives on the Amiga market that can shove its audio data across the SCSI bus. "So what?" you may be thinking. Well it means that you can take samples directly from CDs in a straight, digital to digital conversion, hence no signal loss until you start downgrading to 8 bits, and even then the results are still amazing!

We've also had plenty of fun with the Virtual i-glasses but at the moment there's not much around in the way of 3D software. Even so, hooking into your favourite PD game is pretty intense!

We've found items on the cover disks this month to include lots of little bits and pieces as well as the main feature studio program, because we know you're not just interested in one thing.

Now that Christmas has come a-gone, let's hope that Amiga Technologies get on the case with a new beefed up Amiga to life us over until the next generation machines. Perhaps they will at last start selling the A1200 in a hard drive-only configuration - until then we are going to be stuck with a market held back by an underpowered surface - fingers crossed!

Ian Horgan
Technical Editor

Once again we're here with all the latest products rated by CU Amiga Magazine's gurus ...

- **Disk Magic** 62
File managers used to be simple little things that helped you copy between a couple of disks - now they want to run your life for you!
- **HiSoft CD-ROM** 85
HiSoft's new CD-ROM reader puts on a few CDs and a small CD-ROM is well worth saving other hassles - it even has direct digital recording from audio CDs.
- **i-glasses** 69
Virtual reality for your Amiga? i-glasses offer a personal 3D view of your Amiga for a price.
- **GP Fax** 70
Traditional vs analogue to digital fax machines are a bit hot these days. Why not send your latest images from your Amiga via a modem?
- **OctaMED CD** 74
Download music files - no problem, but now the Amiga's favourite music software is available on CD-ROM with over 500MB of top samples and modules!
- **Kryonix Imagine Objects** 76
How do you fancy some mind-blowing objects for next month's brilliant Imagine 3 cover disk? This CD makes no bones about it, it's flying.
- **FourSquare HD Floppy Drive** 79
Unusually flat and covered in a matt black finish - it is a high density floppy drive!
- **CD-ROM Round Up** 80
LFD, Images, graphics, clips and more Amiga's reviews are wrapped this month.
- **PD Scene** 82
They're all gone gone gaga down at PD Scene central - plenty of cheapo entries meant to see you through until Xmas.
- **PD Utilities** 87
Being tools - a graphics adventure creator, share listing box and plenty of miscellaneous utilities.



DiskMAGIC

■ Price: £29.95 ■ Developer: Mazon Computer GmbH ■ Supplier: HiSoft Systems ☎ 01525 718181



Need to keep your files in order but don't like the Shell?

DiskMAGIC will sort it out for you ...

A lot of everyone who gets into Amiga for its exciting other than games will have used a file manager at one time or another. At their best, file managers offer the power and flexibility of the Shell, with the ease of use and simplicity of the Shell. There's a plenty of choice in this field (Directory Opus, InfoMan, Directory Work, Hier 3D, CLIMBER etc.) and they're all based around the same basic structure of two tables, one for the source directory and another for the destination. Simple tasks would be copying files from the source to the dest and/or running programs. More advanced users could include all kinds of things such as viewing information, applying archives or even launching custom-written Amiga scripts.

So DiskMAGIC is entering a crowded market with Directory Opus already a permanent feature on many Amiga user's hard drives. However, whilst Directory Opus offered lots of powerful features, it alienated some users

with its more taxing form like familiar two list display. Maybe this is the break. DiskMAGIC wants to claim the high ground midway between ease of use and powerful functionality.

Firing up

DirectoryOpus starts up as a single disk with a 150 page manual. The first time you fire it up you're greeted with the traditional two list Hier with a bank of drive buttons in between. (Incidentally this is a bank of pictographic icons depicting the intended operations such as Copy, Delete and Move).

Modelled in the classic Macintosh style, the icons are nicely shaded but it's not unusual why someone who they all do. A quick glance at the manual is enough to clear this up. Once you know what they are it's easy enough to use, although they're all very similar to those already

seen on others of the main screen created with little icons or symbols. Fortunately these can be replaced by text buttons or your own personally designed icons.

Options, options

Whether by the buttons, via a menu or any other aspect of the program, there's no shortage of configuration options. The selections from the configuration menu are as follows: Devices, Directories, Display, Drag & Drop, Filetypes, Functions, Gadgets, Hotkeys, Icons, Mouse, Mouse, Permissions, Program, Startup, Status Bar and Viewer. Each select on has its own control window and menu bar from which all the relevant settings can be made.

Adding the buttons and defining new icons is a bit of the usual, although changes you will want to make. Setting up a new button is fairly simple, although adding your own icon can be a little more tricky. You can load in GIF images and tag them with buttons, but you'll need to match up the palette of the GIF clip to that used

by DiskMAGIC, which can be tricky. The text buttons option is better for the simplest route.

Musical windows

If the standard display isn't up to you, you'll find you can move each element of the screen via the Buttons you go mulling all the way down. Icons and buttons, it's worth checking out the alternative pixel layouts. By cycling through a number of thumbnail screen shots you can choose a completely different layout with a couple of mouse clicks.

Additionally you can get your hands dirty and move each part around the screen to suit your specific requirements. When you're happy with the new layout, you can choose to have the windows set in stone, so that you can't accidentally rewire it. However, there's still more you can do: the program, although you can revert to any other layout should you wish to. The result is a tidy fixed window. Not exactly how you like it. Otherwise you can



A DiskMAGIC window showing how easy to use it is. It's not a very fast one but with subtle editing capabilities and you can use the Editor.



As for the configuration window, you can use these buttons to view each window for only with a small mouse window showing the result. There's the standard window and it's that a given time.

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Squirrel SCSI Sony CD-ROM

■ Price: £189 ■ Developer: HiSoft ■ Supplier: HiSoft ☎ 01525 710101

A very appealing CD-ROM pack arrives with powerful audio and video CD capabilities.

Now that a CD-ROM drive is considered an essential addition to most Amiga setups, HiSoft have released a new CD-ROM game/CD-ROM interface package in its A2200 and A280.

For your money you get a Sony 31 speed SCSI CD-ROM drive, a format SCSI 2 interface, two CDs (A2 Experience and Amnet 5) and three floppy disks worth of support software.

The drive itself is remarkably small. It comes with an external power supply and a robust, built-in type II SCSI controller. Compared to the floppy and external power supplies of the other drives this is a welcome sight. Due to the external power supply there is also an on/off for a SCSI ID selector can be found on the back of the unit and

is easily adjusted should the need arise. A status window is also on the back panel, but there is no provision for channeling your Amiga's words through these 100 windows, so a bit of cable swapping may be in order if you plan to alternate between listening to your Amiga and music CDs. A SCSI terminator is also supplied.

Extra bits

The two CDs included with the drive comprehensively both contain 30 or 40 other CD Amiga reviews. The A2 Experience is reviewed in the December 89 issue of a collection of public domain games demos and a disk-own, with a few software and other bits thrown in for good measure. A lot of the content is ready to run straight from the CD which makes the drive extremely accessible. Answer 2 has even on

page 68 of the issue is a the latest collection of shareware from the Amnet reviews and is a valuable resource of both various software and entertainment CD.

There is enough on those CDs to keep you going for a while, but HiSoft also supply some more goodies on their floppy disks, including the Squirrel SCSI software, a few CD tools (two panels and manuals) and some additional utilities.

Great value

This collection bundle has a wealth of advantages over similar offers you may have seen. For one thing it is all based around SCSI operations (unlike the forthcoming Amiga Technology in



▲ Squirrels use 31 speed Sony 31 speed drive, which is better than the other two. The CD drive is better than the other two.

CD or not) which is good for future expansion options. Then there is the superb built quality of the drive and its ability to read music data from CDs and VideoCD compatibility. Add to that the software that is included for no extra charge and you've got a very good value deal on your hands. The pack comes highly recommended to all Amiga users & especially anyone who is into sound sampling. ■

Steve Morgan

Direct audio sampling

One of the key features of the Sony CD drive is its ability to transfer data from just a CD's access time SCSI bus. In other words, with the right software the Amiga can grab the 15-bit sample data from the audio CD through the interface and into memory where it can be manipulated, edited, replaced, converted to other formats, saved to disk and loaded into your favourite music sequencer software.

Grabbing the actual sample data is a bit of a pain as digital copy means that the sound will not be degraded by any interference. If you have the luxury of a 16-bit sampling setup, you can import the grabbed samples straight into your sampler with no loss of quality. Users of 8-bit systems can convert the data to 8-bit and then copy on to usual QuickCD users can load in the 16-bit originals, re-sample the sound to 8-bit and process them in 8-bit before converting to 16-bit if replacing them through Sound to Am.

There are a couple of utilities included on the floppy designed for this purpose (one called 'MADOP' and another called 'CD2AM 2'). It's also worth checking out Audacity 1.0 which is better to these two but more advanced. You can find a further version of it on the Amiga's T CD. We do not condone sampling from copy-protected audio CDs and advise you check the copyright status of the tracks before sampling.



CD-ROM PAGE

HiSoft's Squirrel SCSI
At £189.95, it's a great value for money.

CD-ROM PAGE

89

Virtual i-glasses

■ Price: £595.33 ■ Developer: Virtual IO Systems ■ Supplier: Amiga Technologies ☎ 01628 770034

Get ready to enter the third dimension with the official Amiga virtual reality headset.

The idea of "total" immersion in a computer-generated environment is at the same time exciting and slightly unnerving. It's never to believe the Californians who suggest that being transported to a virtual TV documentary will soon be leading most of our lives in the virtual world, with office and social centres replaced by 3D virtual equivalents, and who advise us to ignore both them, even if they do wear open toe sandals! To know, though, the closest you'll get to this with your Amiga is with their new Virtual i-glasses.

The Virtual i-glasses are currently available in two forms. The first is a PC-compatible only, but features the accessories that deliver your head movements to the computer (via a modeler) as a production for the Amiga, but at the moment the Video Version of the glasses (which is more detectable) is the only version for Amiga users. There's plug into the composite video output of the Amiga. This means they can only be used with the A1200, A800 and C1250, using either AmigaGen (which colour composite video out) or A1200 owners can use them, but will only see a black and white. The glasses are also be

connected to the composite video output from a VCR.

Seeing double

Even though these glasses can not detect head movements, they can display 3D images. However, the i-glasses do not automatically transform a 2D image into 3D - a specially processed 3D video source is needed for 3D viewing. Extended graphics and video appear in 3D - to verify our perception of 3D which works because the view from the left eye is slightly different to that from the right eye. The brain subconsciously combines the two views into a single 3D view. The glasses's multiple 3D with two small LCD screens, each showing a slightly different image to the other. See the panel screen left for more details.

You might expect the glasses to fit your head at all times, but unfortunately this is not the case. The two screens merge together to form a single rectangular image in the middle of your gaze. Although this is quite a size (1.5 ft. from the 168 degree width) that you may have expected. The off-axis peripheral vision area is 3D degree field of vision for each eye. Adjustable black eye holes (padding)

distractions from the real world, disappearing and after a short period of use, the concentration focus on the screens seems to be adequately enough the patient's viewpoint. Without the wires, the display appears somewhat perfect.

Picture quality

Picture quality is far from perfect. The resolution of the screens is rated at a total of 192,000 pixels for each LCD screen which equates to a display of around 400 x 300 pixels. This is sufficient to read text from a standard Widescreen screen but is good enough for games. A 16-bit LCD also has a more or less smooth scrolling games but the refresh rate is fine.

Screen sound is provided by a pair of small Wadman style head phone speakers. These are attached to the side of the headset, suspended on short bits of their own which can be swivelled and rotated to fit different head shapes and sizes. At least that's the idea, we found them uncomfortable and noisy to adjust. Sound quality is possible for most non-musical applications but is not used by significant users from the video world. Considering the price of the glasses, you could alternatively expect far superior head phones than these.

Conclusion

We've had a lot of fun testing the glasses, but it kind of hard to recommend them as their current price of over £500, which does not seem to be justified by the little plastic construction and immersion at the best of the headset. Although it's a good advertisement for the glasses, given with the 10 level 3D



A. The glasses are available locally in very few 3D, National

games, this only applies to the PC version. One only then has no games available that use the glasses. In 3D mode but a 3D version of Discworld is planned along with another game idea (called Amiga 4). You get a free video in the box which has a few minutes of 3D footage but that's about it. If there were nothing for half the cost and nothing to see, they would be a little attractive option. However, it looks like for many, it's going to take the release of a better 3D game or application to justify buying a set. ■

Tony Morgan

Just how do they work?



In a virtual world, objects are in the very simple example, seen when viewed through a lens, the top of the lens appears to be in the distance and the bottom towards the viewer at the bottom.

VIRTUAL I-CLASSES

1990	System dependent with 3D display with composite video output
1991	AmigaGen for AmigaGen A1200, A800, C1250
1992	AmigaGen for AmigaGen A1200, A800, C1250
1993	AmigaGen for AmigaGen A1200, A800, C1250
1994	AmigaGen for AmigaGen A1200, A800, C1250
1995	AmigaGen for AmigaGen A1200, A800, C1250
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2014	AmigaGen for AmigaGen A1200, A800, C1250
2015	AmigaGen for AmigaGen A1200, A800, C1250
2016	AmigaGen for AmigaGen A1200, A800, C1250
2017	AmigaGen for AmigaGen A1200, A800, C1250
2018	AmigaGen for AmigaGen A1200, A800, C1250
2019	AmigaGen for AmigaGen A1200, A800, C1250
2020	AmigaGen for AmigaGen A1200, A800, C1250

68%

GP Fax 2.3

■ Price: £44.99 ■ Developer: GP Software ■ Supplier: Wizard Developments ☎ 01322 272900

Now you can say 'so fax me' with the best of them thanks to GP Fax.

Who sends faxes from their computer at all? The obvious reason is that it's cheaper than trying to do it via a dedicated fax machine. Fax machines are relatively easy to plug in, connect and use, but they're a bit of a pain. You don't need a printer, and sometimes it just hangs on a computer.

The next reason is that you can use your computer to send faxes directly and skipping the sorting process altogether. This leads to far better quality faxes on the receiving machines. So being able to send faxes from your Amiga is a very handy thing. As handy as fax, that we have said just, of our *CU Amiga Magazine* faxes from an Amiga rather than via a standard dedicated fax machine.

However, there's more involved in getting your Amiga chatting out faxes than just buying a so-called fax modem. You need dedicated software to do the job and so far there's only one commercial solution. The Austrian *Suprafax* and the Australian *GP Fax*.

All singing, all dancing ...

There's plenty of faxes to be sent of fax modems out there. Particularly a specific version of *GP Fax* was required by different types of modems. Thankfully now the package readily comes with both Class 1 and Class 2 modems included so it should work on any modems. *GP Fax 2.3* is smaller than if you have a Class 1 or 2 modem and installs the appropriate version.

Data installed *GP Fax* will enter all sorts of test screen to spin on the Workbench. It will decide if you are running a reasonably high resolution, open-

ing on the Workbench. It tests The GUI is an odd custom job but looks reasonable and has clearly marked buttons. The various functions leading to open and save options.

When you start the program it'll ask you to fill in details of the company name and phone number etc. These will appear at the top of every fax sent. All of the settings can be altered later if needed.

Let's get up and running

There are two ways to run *GP Fax*. One is to enter the fax in a simple text editor and let *GP Fax* convert this into a fax, using the first provided which is readable and functional. This method works but makes for data loss indeed.

There is another more complex way though, which results in seemingly much better faxes. This method involves embedding output destined for the printer and converting it into a fax document. When pressing *GP Fax* pops up a requester saying *Fax Print* as the document can then be transmitted to a fax machine as if the remote fax was your own printer in some way. I got *Fax Writer 2.0* to print out some excellent faxes with proper variable fonts, a different graphic banner and not a screen grab in sight.

No without problems

It is a pity, even without its problems. Initially I found it impossible to send reliable faxes with a Class 1 modem. At *Haydn Optics 208* I found it would send to one of the fax machines but it wouldn't send to any of the other fax numbers listed. Playing about with the various settings didn't seem to work, either



▲ Sending faxes is a very simple matter with *GP Fax*.

However, when I used a Class 2 28.8kbit modem from Wizard Developments, everything worked perfectly first time. It sent a fax to our office fax and got the other numbers in a jiffy.

I recommend that if purchasing a fax modem you make sure to pick up a Class 2 unit. It isn't as easy to get a working one with *GP Fax*.

Other minor niggles with the package include the fact that what email settings for the modem have to be set up in the main configuration rather than the GUI preferences.

Also, it would have been nice to have some method to print to *GP Fax* without it having to look for the parallel device. This means that I couldn't run *Perfect* as the same time as pressing a fax from *Fax Writer 2.0* to *GP Fax* (the parallel port isn't used) which is either annoying.

No messy nonsense here

However, as far as large *GP Fax* works to transmit the fax it is great in the background and outputting all prices, letters etc is a real pain. At least though there's some excellent batch output pages, the manual is

generally clear and concise too. The fully featured *FaxPrinter* allows you to control *GP Fax* directly to automate documents and e-faxes. I wish it had better support for Amiga. A built-in fax viewer is useful, saving as an RTG file and a fax report logging facility is also included to keep a firm record and so enhance security.

In conclusion, *GP Fax 2.3* is a high quality product and if you need to fax, you can't beat it for performance and reliability. Very highly recommended. ■

Fast Recognition

GP FAX 92.3	
1000	Excellent value for money. A very large range of features for a fax machine.
900	Excellent value for money. A very large range of features for a fax machine.
800	Excellent value for money. A very large range of features for a fax machine.
700	Excellent value for money. A very large range of features for a fax machine.
600	Excellent value for money. A very large range of features for a fax machine.
500	Excellent value for money. A very large range of features for a fax machine.
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300	Excellent value for money. A very large range of features for a fax machine.
200	Excellent value for money. A very large range of features for a fax machine.
100	Excellent value for money. A very large range of features for a fax machine.
0	Excellent value for money. A very large range of features for a fax machine.

Overall Good quality value and that performs the task efficiently.

86



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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If you create a model of your arm and wish to animate it, not only you would need to store many elements individually. Think of how your arm moves as you reach to pick up a pencil: the upper arm moves but so does the lower arm, hand and fingers. Every part moves individually. It's tricky to animate as well as to measure.

The larger bones tell attempts to model how the process works. By treating bone objects and their applying a new kind of information, it is possible to build a framework

Structure the the shoulders, but also to take care of the way the skin would move. It might all sound a little crazy, but I'll end with a tip about the arm would move naturally with the torso. Which cover it moving and stretching. You can even add a bit on the top and have it stretch in the same way.

Group 1

Unfortunably, by now, and very soon, probably, not many users can distinguish exactly how they are used. Look by *Byzance* as a company who have passed bones out metals and they have carried three incredibly detailed dinosaur models which are constructed in the bone family manner. The resulting models can all be animated very realistically legs all move just over heads, arms and obviously the



* Measurements within parentheses are rounded to 1 mm for mass or 0.1 mm for length.

layer of textured skin reflects sunlight and conserves heat.

Using the `DATE` function, you can create the movements as a series of month steps. For example, the `open` date for the plot started and a second `open` is open. From the `Access` editor you can select the series to use and choose `reli` is acceptable to the `Access` in `Access` mode. The result is a table named on all a `Access` in `Access` mode.

The fact that our idea includes a complete environment in which to place your processes in use, is a testament to some past work looking for a way to make the management of safety to load and transfer at a single 130 tonnes one method if it is provided which can produce some excellent results. The dimension of safety can vary, but as you will need a good understanding of the use of the safety of the machinery is a precaution, and that drive is a lot of things combined. It might have been a good idea to include the safety, a several employees or individuals in more standard energy systems could try the simple use.

Limited to those

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■ Price: £89.55 ■ Developer/Supplier: Brian Fowler Computing ☎ 01392 499755

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Floppy HD and HDI deserve to become classics. They're slow and expensive per megabyte compared to new storage methods but they have one thing on their side: they're cheap. So until 3½ drive has departed, before it's cheap enough to be replaced as standard with every machine, we'll have to live with the old floppy for a while yet.

Measly DD

High Density (HD) floppy drives are a standard issue on most other x86-based platforms on the globe with a storage capacity of 1.44MB per disk. The current upper limit for the old 4400 and later models of the 40000 40 Amiga comes (just) with 1MB. It is, as you might expect, a measly 500K floppy drive, rather laughably termed Double Density (DD). This is because HD drives spin at twice the speed which is too fast for the Amiga's aging disk hardware. Plus, the usually superior sector heads are 10 years old.

Present HD units, as found in the Commodore A4000 for example, sport actually novel, precision custom mechanisms that spin at half speed. Amiga 386/486 as well as i486-based drive kits were again too slow for the already expensive A4000 series. Save an HD drive only when Power Computing sold no problem by using a standard HD mechanism and integrating semi-custom built-in electronics into their Power XL drives. However, this made them larger

more expensive and a software patch is necessary to write enable the drive.

Sexy black

Brian Fowler has also come to the rescue with the FourSquare, a new HD drive that, like those in the Commodore A4000, consists of a half-speed HD mechanism. This means no extra electronics and no software patch. However, the drive is yet to come! It is absolutely true, I repeat, it is only about the size of one of those floppies! As if that wasn't enough, it sports a sexy, tough black finish that is just gasp-worthy to behold. It was awarded a score for looks. In a drive would be a 100% five. If you thought the DD drive looked smart, check this out. It is simple enough to use—though to eject a disk you need to exert a fair bit of force on the slider on the top but the drive has an rubber feet with a good grip.

Problems

I'd imagine that most potential purchasers of the FourSquare HD drive will be distressed at the fact that they will not be able to use PC and Macintosh HD disks, although hard drive back-up is another possible use.

Unfortunately, HD disks formatted via a CrossMAC or DriveShifter seem to be incompatible with real Macintosh drives. That is a very serious flaw, unless if Macintosh emulators, a very thing. When asked about this, Brian Fowler said that it would work with the Graphics Mac emulation card.

There are a couple more minor negative points though, one is



▲ Brian Fowler's sexy drive fits snugly into a standard floppy.

that the drive has no pass-through port so it'll have to be the last drive in your chain if you already have an internal unit. The reason is that it is supplied with a special cable that goes from the Amiga into a socket on the rear of the drive. The plug is actually a piece of metal boxed which is necessary because a standard drive plug just won't fit in it. Top notch in the plastic hood of one side of the plug to make sure it goes in the right way, but it is likely to cause long-term problems with repeated connection and disconnection, also mean: if you accidentally plug it in upside down, it is probably not a good idea to use the plug to enable the drive. Another drawback is the lack of a double-switch either. Then again, who cares?

I found the FourSquare to be a good drive but 80% of my own use of HD drives is swapping disks with the Macintosh so it is usefulness was seriously marred in this respect. However, it works faultlessly with Amiga and PC

formatted disks. Looks sexy as hell and takes up no space to talk of. If you need an HD floppy drive and don't need a pass-through port, double-switch or Macintosh compatibility I'd recommend the FourSquare. Go on, go for a Power XL. ■

Mat Bertinson

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UFOs devotees
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selection of
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Aminet fans
will too.



CD-ROM Round up

Artworx CD

There's no shortage of graphics and of pixel CD-ROMs, so it takes something a bit special to make the grade. This one has been compiled from the public domain, drawing on images taken from diverse websites and various other sources. Most of the pictures are hand-drawn or ray-traced, rather than digitised. The best pictures are those given form (eye details, some of which are stunning). There's also a good deal of 3D-recreated images. However, much of the content is rather plainly drawn in low resolution with very basic, flat colours. Although there are quite a few different areas on the disc, Germany's popular transport website of the categories include a disappointingly low number of pictures. This is not the kind of CD that is likely to have you coming back to it some other time as a source for original artwork, mainly due to the inconsistent quality of the images. However, Amiga artists looking for inspiration will find plenty on offer, and when you see that a 1-bit one-bit under a banner it starts to look a whole lot better.

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The UFO Phenomenon

Is there anybody out there? Amusing to the testimony and evidence on the CD there have been countless alien encounters and governments cover-ups over the past 50 years or so. The UFO Phenomenon is a collection of text documents and funny alien pictures that include all the best-known and most famous little green men stories, including the Roswell incident, stories of a real alien being abducted during a post-mortem alien abduction, and then it picks up, made a wonderful alien spaceship. I got a glowing catfish replicator supposedly came out of my chest accompanied by photographic, crop circles and many more.

There's no shortage of text to get your teeth into but come along the history of the CD it would have been nice to see a larger selection of pictures (there are a few on the disc). The main bulk of the CD is the various accounts of sightings and experiences, some from members of the US armed forces, which seem to be the centre of a large number of these stories. Plenty of fun for UFO fans and supporters of Big Brother Conspiracy theories.



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genre, this time it's games and there are nearly 1,000 of
them on the disc. Although most of the data is in compressed
form, the AmigaGlobe index is set up for automatic
decompression. Where picture files and music modules are
included, the relevant viewer and player tools are called up
automatically. An essential buy.



Available from: 7 Bit Software, 1st
Floor Offices, 2/8 Market Street,
Watford, West Yorks WF1 1QH,
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38p P+P

90

PD Scene

It's a gametastic bonanza in this month's look at what's new in the public domain. David Cassidy tries to burn off those extra Christmas calories by getting busy with this fine selection of low cost goodies.

Motorway Madness game

Destination is the centre of the game. As you enter these brightly coloured cars, lane straight and steady. This week offer in this four player dash. It will run on any Amiga, but really requires an 800 and 1.5 Mbs of RAM to make it worthwhile. That said it's a fantastic fun as you vent your frustration by thinking each other a very reasonable very large doggie. There are power ups to improve your chances and three bonuses - bonus, bonus and places to play more. The registered version offers computer controlled opponents but I think this option should be available free too as if you haven't got three mates about then it's a bit odd to supply!

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 829864. Price: £1.00 plus 50p P+P.

78%



Plebs game

Everyone seems to be looking out for themselves at the moment. This is one of the better examples and plays extremely smoothly. The gameplay is simple enough. You should the levels. Pick a few vehicles to be buddies along the way and then you'll through the way to the next level. So it's hardly groundbreaking stuff but if you haven't had your fill of this stuff then you'll find a few hours of entertainment in it.

There's also the bonus addition of a simplified version called Galaxy Invaders, a simplified version of Galaxy and you've got the best of it.

Available from: Snappy PD, 85 Ottawa Road, Tisbury, Wiltshire SN12 7TH. Tel: 01297 850 335. £2.00 including P+P.



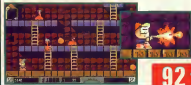
73%

Trap 'Em game

The object here is to swing the net and blow them to smithereens - collecting game and minis are the way it's a real foot, as you've got to be careful to predict where your guy will walk, trap, and then - to the sound of the racket! - you blast them to smithereens. Levels and levels complicate matters and different dudes need different strategies. You can also buy power ups to aid your quest and play at the arcade using some of the money you've earned. Each five levels you can take part in a proach course, which adds a different level and with 2 towers, each containing 16 levels, there's plenty of longevity in this game!

The full version, available from Paul Clarke, the author, for a mere £3.50, seems outstanding value to me so you'd be well advised to grab a copy of this treat.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 829864. Price: £1.00 plus 50p P+P.



92%

Penguins game

With only five levels, this seems to be a prelude to the full version available from the author, Steve Hayes, for £7. The idea is to guide five penguins to safety by turning obstacles, avoiding blocks, moving lifts, running on conveyor, setting bombs and avoiding enemies. There's a strong puzzle element, and there are lots of hidden bonuses lurking around each corner. If there are enough levels in the full version it should turn out to be a worthy investment. As it is, the demo feels a little, even though the graphics and sound are polished.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 829864. Price: £1.00 plus 50p P+P.



75%

VChess 3.3 game

There's only a lot one can say about VChess. VChess is a good implementation of a chess programme. It can run both your Windows and on DOS/Amiga. It can be used for both casual and serious play. The game includes many chess-related features, and especially, it has a plenty of playing time for you to master. The actual games of chess themselves! Think you can't last long on an 800 machine? Challenge with confidence in a few minutes!

Available from: Your Choice PD, 35 Lambton Road, Charlton, Manchester M21 02J, Tel: 0161 648 8884, Disk No. GA/001.

Price:

50p
plus
50p
P+P

80%

Wipeout game

Two parallel scrolling shoot 'em up has the player controlling a small ship which can fire in 360 degrees to seek and destroy the alien craft which roam the area. You can locate them using the radar, but even when they're right next to you the size of the playing screen is a little too small to provide any real chase-and-shoot action. The playing ship is also a little indestructible. An interesting fancy money.

Available from: Your Choice PD, 35 Lambton Road, Charlton, Manchester M21 02J, Tel: 0161 648 8884, Disk No. GA/002. Price: 50p plus 50p P+P.



62%

International Golf Demo game

Golf games are just what you need and this version is a 3D first. Challenge both club power and skill with a variety of clubs and balls. The control system is simple to grasp and you'll soon be swinging and putting with the best of them. This demo features three holes from the Rivers County Club course and goes only for one shot playing time which is a little too long if you want some idea of the full game. Also available from Snappy PD for £1.00 which features four 9-hole courses, tournament golf, 80 opponents and up to four players, but it needs to be better.



Available from: Snappy PD, 60 Oxtone Road, Tilbury, Essex RM11 1JH, Tel: 01376 450308, Disk No. G26. Price: 50p plus 50p P+P.

78%

Frantic Games games

A collection of four games awaits you. Bomber Jack is, unsurprisingly, a Bomber Jack clone in which you bounce and hover around the screen collecting the bombs and avoiding the turrets. Bomber Jack is a collection of a bouncing ball from a platform, making sure it bounces on the right blocks and collecting bonuses. Bom is good games though on AGA machines the control is a little unsure. A puzzle platformer is next, a bit of a challenge. A puzzle platformer is next, a bit of a challenge. A puzzle platformer is next, a bit of a challenge. A puzzle platformer is next, a bit of a challenge.

All the games have good graphics and are presented nicely, but a lack of sound and some clarity controls may Bomber Jack and Bomber Jack a little annoying after a while. Well worth a look for the other two, though.

Available from: NES, 1 Chain Lane, Newport, Isle Of Wight PO20 5QA, Tel: 01983 828884, Price: £1.00 plus 50p P+P.



59%

Polyworld & Flame games

Polyworld is a Marble Madness clone, whereby you control a gyroscope around an isometric landscape, travelling up slopes, across bridges and using careful not to fall off the edges. Once you've reached all the areas that the game's finished but with stacks of levels that should take some time. The control system takes a while to get used to but it's an intriguing game to play and persistence is the key.

If you're in a more frantic mood, then Flame, a Dynamix clone, is for you. You must destroy the blocks in your way, using bombs, to forge a path to your opponent and then blow them up before they get you! The graphics and sound are rudimentary but it's hard to resist, as it's the pace of the action which is important. You can also turn off the game light so you only see the areas around you when you set off some bombs. Two players can enjoy this, although there is a computer-controlled opponent option.

Available from: NES, 1 Chain Lane, Newport, Isle Of Wight PO20 5QA, Tel: 01983 828884, Price: £1.00 plus 50p P+P.

82%

The Dog's Cogs music disk



Helping name for a music disk, it's a 3.5" floppy disk that can be checked out for free. The disk is a 3.5" floppy disk that can be checked out for free. The disk is a 3.5" floppy disk that can be checked out for free. The disk is a 3.5" floppy disk that can be checked out for free.

If you need a disk you can use this. I'd do nothing other than watch it as it's growing my head off.

Available from: NES, 1 Chain Lane, Newport, Isle Of Wight PO20 5QA, Tel: 01983 828 884, Price: £1.00 plus 50p P+P.

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10. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

¹⁸ Although we'll hear more about the company soon, it's hard to know

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PD Utilities

Win the lottery, weigh up your odds on the horses, generate fractions and create adventure games with this month's serious PD selection, brought to you by Tony Horgan.

GRAC 2.0 Adventure Creator

There's a good memory may recall a game from last month's PD Scene called Revenir le 26-ans which earned a respectable 80%. This was created with the Graphic Adventure Creator (GRAC for short), an earlier version of which was previously thrown in these pages, where it clocked up an astonishing 95% rating.

The deal behind GRAC 2.0 is to give user programmers the chance to make their own

graphic adventure games by compiling backdrops, character animations, adventure game puzzles and soundtracks using the mouse controlled front end. Evidently this is a very capable system, at a look at the games it has created will prove that. However, it's far from the user-friendly system it could be. The program has been written in AMOS and too many other AMOS extensions, gets a little help when things go a bit wrong. For example, error messages aren't short supply, if a message tells there's often no explanation as to why it didn't work, or what you may be doing wrong. The degree of a poor AMOS Amiga environment does not help at all either.

This a usability, which is really just another way of saying

cheap commercial software. It comes with an essential 40 page manual although this could be improved by getting straight down to a walk through tutorial. Perhaps the reviewer of the program version was overruled by the quality of the demo adventure game, but I don't feel the commercial version is deserving of a 60% mark. Even so, if you're willing to persevere to create your own Mackay Island style adventure, GRAC is well worth checking out.

Available from: PT Locomotion, 31 Wellington Road, Easton, Devon, EX2 6SD Tel: 01362 492580

Price: £9.95 including P+P



Beginners Guide to Workbench 3 Vol 4 tutorial

For a new Amiga user trying to get to grips with Workbench and its operating system, you could do worse than take a look at this series from PT Locomotion. Volume 4 concentrates on using DOS using suitable files and the workings of various files. It's useful. ImagesGuide documents that explains how to manage a disk operating system works and the options of the disk system files. Then it's an illustrated and easy-to-use tool and a few other bits, so there's no kidding when you first get your hands on this guide, incredibly so. The book you learn, it's the only one you understand Workbench and using DOS, everything becomes far easier, whatever you use Amiga for.

Available from: PT Locomotion, 31 Wellington Road, Easton, Devon EX2 6SD Tel: 01362 492580

Price: £9.95 including P+P



Winning Way Odds Calculator Betting tool

For those who like a better bet but find the maths a bit of a headache, the Winning Way Odds Calculator is here to help. It's a simple mouse-driven program that calculates the amount you would win from placing a specified amount on a horse (or horses) with specified odds. First of all you select the type of bet (single, double, Yankee, Canadian) and then select the stake money. Next you select the odds and the computer then tells you how much you would win if the bet was to come in. There's no provision for each-way betting in the version (it's a possibility for future updates though). It's a basic odds calculator in what you're after, then you're just found out!

Available from: Nigel Cooper, The Chapel, Lytham Road, Fellingham, Norfolk, NR24 5LG, Price: £1.50 plus 50p P+P. E-Mail: nigel@nchapel.demon.co.uk



Art Gallery

It's amazing what an Amiga, an art package and some creativity can produce. Don't believe me? Here's the proof ...

A Foggy Day ...



by Stephen Flowers and Jarrid Rarick.

Warp Factor Nine



by Mark Adrian Kahn, West Sussex.

The Next Frontier



by Ian Fleet, Durham.

Christmas Cracker



by Jason Jondache, Essex.

AMIGA

workshop

IMAGINE 3.0 92 ●

Get up and focus your creativity as we take you on a crash course of 3D rendering using our super-Japanese cover disk *Imagine 3.0*

AUDIOMASTER IV 97 ●

Four dragons go off to war in the final part of our *AudioMaster IV* epic audio tutorial series... with a few bonus tips for disk users this time around.

OCTAMED 5.04 98 ●

Having only four tracks on the Amiga can be a bit limiting. Follow this tutorial, however, and you can double up to eight!

PAGESTREAM 2.2 107 ●

Getting to grips with a program that has been troubling many PageStream users (going by the amount of mail we've been flooded with) is our next goal.

AMIGA E 110 ●

Continuing from last month's lesson on how to make a real-looking font, we now finish the program and make it a bit more functional.

DELUXE PAINT V 112 ●

Making photographs cut up at the edges and lots of other fancy magazine effects can be easily recreated with DPaint. We show you how.

COMMS 126 ●

Good manners are essential to getting the best out of the net. Follow our etiquette guide and you can't go wrong.

SUBSCRIPTIONS 120 ●

CU Amiga Magazine is still the best value software in the world. Sign up page 120 now.



Making your life easier is the name of the game in our tutorial section.

First you can learn the art of social graces on the 'net, then you can create programs in Amiga E and ARexx. You can also bone up on some fancy magazine effects in DPaint, catch the final part of our *AudioMaster* series and learn how to import graphics into PageStream. All this and Alan Dykes gets hot under the collar in *Points of View*.

FAQ 113

What's all this stuff we hear all about paying? And what cost is it to use the Amiga? Our FAQ has the answers.

Q&A MASTERCLASS 114

It's almost good to have a back up. However, sometimes they can take up lots of valuable space. We show you how to save the space from the vault.

Q+A 116

The *Robsons* and company of the mythical world, *Tony Land* first, then again bring help to *amiga.com*.

BACKCHAT 118

From a simple, about 400,000 in the *amiga.com* the magazine's dedicated to the system. Q&A and the odd opinion and piece of advice is *System* in line.

POINTS OF VIEW 122

Alan Dykes is angry, very angry. All you software publishers better sit up and take notice of what he has to say. See page 122.

Imagine 3.0

PART 1

1

Learning to use a package as powerful as last month's cover disk *bonanza* can take time, so here's the first part of your crash course in 3D model mastery with Imagine.

T

his trick of learning how to use Imagine 3.0 is to understand the difference between the many different editing screens. Although each Editor is for a completely different task, many look almost identical and so it can lead to confusion. There are eight different Editors in total, but it is unlikely you will be required to use them all. In fact, a single screen will one require you to use just one or two.



▲ Here the Project Editor is selected. It creates a simple scene you can use to get a glimpse into the real world.

The first Editor you will use is the one which starts almost every session of Imagine: the Project Editor. If you don't want to load an existing project from the file screen, you should select NEW and then will bring you to the Project Editor. It is here that a new project is created and named and any sub-projects (which will contain the images to be rendered) are defined. Choosing the project itself is pretty simple: pick a good name which you will remember. When dealing with Imagine you will discover that a little bit of system bookkeeping



▲ For control the Detail Editor from the Project Editor screen.



▲ In the Detail Editor you can zoom in and out of the Display area manually except pressing Right Arrow (to zoom in) and Left Arrow (to zoom out). Based on the unselected screen (you see 1 below).

on the case (upper or lower), so if you give one process a capital letter to start with, stick with it.

For the moment, as a step directly to the Editor in which you will probably spend most time, the Detail Editor, you can reach it from the Project Editor screen either from the pull-down menu or by pressing Right-Arrow and 2.

The Detail Editor is where simple objects can be created and existing ones manipulated. It is here where the object's attributes (texture, mappings, physical properties) can be defined. You can alter its shape from here as well. It is also possible to generate ready changes you make by rendering the object quickly by itself.

It is vital that you remember that the Detail Editor is not where you position or animate objects. The Control Editor is for dealing with the appearance of objects on an individual basis.

Ditch the cow

Farther than play with the Cow object, again, let a closer one for ourselves from scratch. Although Imagine likes to deal with objects as though they were constructed from triangular facets, you can also create objects by adding together primitive shapes.

Use the third menu, along (OBJECT) and find the ADD item. You will see another menu appear. Selecting SPHERE and Imagine will then create a ball-like object for you.

You should have experience with the cursor keys to see how you can move the object around the screen. You are actually moving your viewpoint rather than the object, but the effect is much the same. Click with the left button at each of the grid windows in turn and then press the cursor keys.

Notice the interaction between the three menus. You can also Zoom in and out of the display by pressing Right-Arrow (to zoom



Wireframe sphere, solid and shaded spheres are on screen. Which one is your preference?



The front view is where you see after the appearance of objects. You see 100 percent of the object here.

and Right-Angle D (for zoom out). Why is it more that the sphere is the gain view is view at a horizontal angle. In fact, you can see right through it to the other side.



As you can see, the sphere now looks like a ball in the Perspective view. It is shaded in 100 percent.

If you want to see what a solid sphere looks like, use the second menu (DISPLAY) to select the item SOLID. The sphere will now show. There is a third display type called SHADED. This will look the same as SOLID until you go to a dedicated Perspective display. To do this, click on the vertical frame of the Perspective window, where it says "PERSP". You can return to the main view by clicking on the left-hand side of the screen. This special one-view only display works for our Top, Front and Right views (the Right view is the normal four-view display) and look at the Perspective window. Under the PERSP text are some buttons marked A, Z and P. If you click on A and then move

the mouse around while holding down the left mouse button you can spin the object around to look at it from any angle. Hold down the right button as well, and you can rock it from side to side.

The Z button stands for Zoom and you can use it to make the object larger or smaller. The P button allows the perspective to be changed. A lot like using a wide-angle or telephoto lens.

There is one more view mode which can be used. Quick Render. You'll find this in the top menu towards the bottom. When you select it, the sphere in the Perspective window is rendered in 3D for you. If you render our sphere you will notice it looks extremely dull and boring; this is because we have yet to add any textures or adjust any attributes. More on this later.

All change

Now that we can alter the viewpoint of our object, let's change the object itself. To have

Converting IFF images is easy

Amiga can convert classic IFF images into objects, which you can then manipulate like any other object. Using the CU Amiga Magazine logo, I used the menu item CONVERT IFF FROM to the OBJECT menu. This created an object which could be given some thickness with the WOLFBLEND tool.



Converting IFF images in this way is easy, but it has drawbacks. If you try to convert an image which is too complicated the procedure will fail, try to keep the image within outlines. Curves will not be converted well, and some objects can be too large and cumbersome to deal with easily. However, this is still an ideal way to quickly convert logos and other images - you can always edit the object later.

so full menu button an object in images, you would first select it. To do this there may be more than one object on the screen at once. In this case, we only have one sphere. So to select it press F1. It will change colour as you know it has been chosen. If there was more than one object on the screen, you would have to either pick the one you required from a list (Right-Angle F) or cycle through the (Right-Angle N) all in turn before pressing F1.

The right tools ...

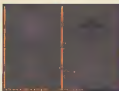
OK, so with the object in plaintext you are now free to manipulate it. The most important tools are all at the bottom of the main screen and are as follows:

On Point: Click on this and you can spin the

Flying saucer

There are actually two types of sphere primitive, the first is available directly from the **OBJECTS/PRIMITIVE** menu, the second from the **OBJECTS/PRIMITIVE/SPHERE** menu. The first sort is dealt with more accurately by *Imagica*, although as we saw it refused to re-draw the wireframe image in anything other than its original shape.

Using the second type of sphere (which is a collection of facets), rather than a special primitive in its own right, we can manipulate the image. Here, I've used the **twist** and **pitch** tools; the result is an excellent flying saucer model. We'll see next month how to add colour and textures to the model to make it look considerably more realistic.

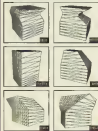


▲ Twisting a sphere around with the **twist** shape editor tool. Note: It's 10, 20 and 30 degrees each way with increasing the twist.



▲ Pitching a sphere around with the **pitch** shape editor tool. The **pitch** tool is used to tilt the sphere.

Manipulation tools



The six black and white images (for left, bend, pitch, stretch, twist, zoom) show what happens to a simple cube when it is subject to the various manipulations available with *Imagica* 3.0. The more facets which are used to build the cube, the smoother the bands in the image will appear. Incidentally, the cube was formed by using the **extrude** tool on a **primitive plane** object. The simplest object (left) was



formed from simple primitives which had been altered with the manipulation tools. Notice the jagged edge as one shape intersects another; this is a consequence of the objects being constructed from facets.

Object Click on the **4** or **2** button to select the, and you will be able to rotate the object around. **Move** Reposition the object. By default all three axis buttons are ON; click the OFF button and you can limit the movement so that only **translation** or **rotation** about a particular axis is permitted. This makes it simple to line-up objects. **Size** Scale. Adjust the size of an object. Again the three axis buttons allow you to alter the shape in certain directions only. This makes it easy to stretch or shrink an object. **Twist** Twist. **Bend** Bend. **Pitch** Pitch. **Stretch** Stretch. **Zoom** Zoom.

These tools alter the shape of particular ways. The last thing to do is to try them out for yourself to get a feel for how they work.

Scene Smooth When turned on the will smooth off angular edges after deformation. **XYZs** The **XYZ** buttons used to limit motion or define the axes about which rotations and translations occur.

OK Confirm a manipulation to make permanent.

Cancel Cancel a manipulation.

If you play with these tools and our sphere you will end up with something like the picture to the right (the rendered image has been posted into the screen so that the world you want see *Imagica* under it is this moment.)

Notice that the sphere was created as a



▲ The final 3D scene. The **Scene Smooth** button has been used to smooth the edges of the objects.

special primitive as I've *Imagica* 3.0 concerned and although it will be rendered properly, the *Imagica* engine will not appear to be smooth. They will not be like the other shapes.

By experimenting with other primitives which are available from the **Object/Primitive** menu, you should now know enough to create a simple scene and perform a quick render. Next month we'll see how to alter the appearance of the objects to make them look a lot more realistic. ■

John Kennedy

PCREVIEW

...in the february issue of PC Review

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ON SALE 15th JANUARY

Sound Lab

Audiomaster IV

PART
3

Open your mind to the abstract wonders of experimental audio techniques in the final part of our Audiomaster IV series.



When you use the random effects, set the sample rate to random for the best sound quality.

As you contend with using standard sounds and working methods in your soundfiles? It's the easy action but you'll never stand out from the crowd using preset sounds and set look techniques. To carve yourself a unique style, or prefer to be a single of unique styles, you have to be prepared to explore more and use your imagination to face it. If the TB 360 was very used as decided in the manual, it was a replacement for a feature-free guitar all would never have had the word having phenomenon and today it's having dance music stars that it appeared.

So, if you want to become the top global music revolution, get your experimental head on and get digging into the hidden depths of your audio equipment.

Distant echoes

Audiomaster has an incredibly useful random effects section. At first these may just seem like a bit of fun but they can actually be very useful. The Random Echo Delay feature from the Effects menu is of particular interest to makers of ambient soundfiles. As

you probably know, echo effects are normally used to add ambience to vocals and melodies. The original signal would be passed through the effect via an 'effect send' output from a mixer and then the echoes would be mixed back with the original signal via the 'effect return' input on the mixer. Many of the most basic audio mixers have at least one effect send and return. Check to see if yours does and give it a try. When using the echo effect it is normally best to turn on the Audiomaster Filter.

Filter through

Professional effects units usually work at 24 or 32 bits, while the Amiga is limited to 8 bits, and as a result the echo effects can get a little noisy. Turning the Filter on will clean them up but also take off the top-end frequencies of the sound. You should also remember to set a high sample rate from the Sampler menu as this rate is used by the effects. Choose at least 25,000Hz or ideally as high a rate as possible. This will give you clearer results with extra clarity at the top end of the spectrum.

Hang on though, that's hardly

pushing the envelope of modern music is it? One way to get some really spooky sounds out of your Amiga is to pump a constant stream of sound through the echo effect, with the decay control set to three or less. If you find any obviously odd synthlines or other redundant melodies, the playing or sequencing a series of notes and effects through the echo. The extra long decay time of the echo will mean that all the separate sounds will repeat over each other gradually fading into the distance, creating strange rhythms as they bounce off each other. While this at first may not be particularly musical when combined with basic drum beatlines provides a lush sonic backdrop, abstract enough to bring all kinds of images to the mind's eye.

Another good source for these effects is single CDs. Get hold of a good sound effects CD and feed randomly through the mixer. Alternatively connect a microphone to your sampler and make it by listening, recording and editing sounds. Use it when you combine to make a haunting nightmare of sound.

You should also find a new little program called Delay on one of the month's cover disks (at the time of writing the cover disk contents are not confirmed as do not quote me on this). This will do much the same thing from your Workbench.

A bit distorted

Sampling data in 8-bit sounds is an essential step towards creating good music success, but if a good gain is set how much you can distort a sound from its



As the high decay rate in abstract echo effects.

original form with keeping it useful in a musical manner. The simplest way to distort a sound is to peak the volume up so that the waveform clips on the top and bottom. This introduces hard sounding frequencies which the waveform takes a sudden change of direction and works particularly well with analogue synth sounds. Those with access to the Amiga may like to download an AmigaROM module of mine in the Modifying section called Synthesizer which contains a few examples of analogue synths distorted in this way.

Once you have mastered your sampler, try distorting further by running it through some filters. Boosting certain frequency bands can bring out hidden properties in the sound, and muting others frequencies can lead to seriously interesting results. ■

Tony Chapman

That's your lot

That's it. That's the final Audiomaster column! If you have some sound tips you'd like to pass on to other readers and get your name in print at the same time (big deal, I know, but it should improve your grat), then send them in to me at Sound Lab Tips, CU Amiga, 30-32 Fernington Lane, London EC1N 3AU.

OctaMED 5.04

PART 4

Find out what stuff MIDI is made of and it can help you get around those four-track blues.

So, when several months of hard work, we're getting pretty good at all the old music-making bits. We've been using samples as instruments and they're great: you can create any sound you like. However, the fact that the Amiga only has four tracks makes things a little limiting. It's a fine if you're organized, you could stick to putting, say, a beat on track 0, a bass line on track 1, strings on track 2, and a melody on track 3.

But there always comes a time when you think, "Oooh, there goes my last track." Well, you've got two options. You can switch to 0, 1, 2, or 3 and channel mode has several buttons right on page 100's, which uses a nifty work-around to squeeze more tracks out of what the most humble Amiga. The best solution, however, is to ditch the Amiga's

seven-year-old sound capabilities altogether and go for a MIDI keyboard.

Perfect? Not really. MIDI keyboards are getting cheaper all the time and the expense further reduces if you buy secondhand. You can use OctaMED with any device with MIDI IN and MIDI OUT sockets, but you'll also need a MIDI interface (about £25 from many CU Amiga Magazine ads) and two MIDI leads (each at least two metres long).

Right. Assuming you've bought the necessary goods, here's what to do.

Making the right connections

The hardware is first. Connect your MIDI interface to your Amiga's serial port. Then plug the two MIDI leads: connect the outer edge's a MIDI IN socket to your keyboard's MIDI OUT socket and the interface's MIDI OUT to the keyboard's MIDI IN. Make sure

4ch M1



each lead's Porting (input) in this window find the MIDIChn and Preset slots. Each MIDI instrument (piano, guitar etc.) must have a MIDI channel and preset set. The preset is the number assigned to the instrument by the keyboard. For example, most keyboards assign number one to a piano sound. Check your keyboard's manual for this.

MIDI channels are a little like Amiga page channels: except, there are 16 of them instead of four and one channel can play more than one note at once as long as the notes are played by the same instrument. For songs using two instruments, it's essential to give each instrument a different channel number. You can set up any instrument any number but with most keyboards, percussion sounds should have channel 10 and guitar 0 (A preset of 0 uses the keyboard's default preset for the given channel).

Now we're ready to rock 'n' roll

So let's do it! Make sure your keyboard is transmitting and receiving on all channels (your manual will show you how). Now let's set a piano sound. Move the MIDIChn slider to track 1, and the Preset slider to 1 (assuming your keyboard's instrument number 1 is a piano). You also need to slide Vol up to 64 and to type 'Piano' into the Name box (if you don't really have to, stick with presets).



but it's best, if you do. Please don't forget to slide the volume to 64. I've lost count of the number of 'Help me fix my speakers aren't working' phone calls I've had... Press the P1 key to select keyboard preset 0 and 4, then



MIDI



they're the right way round or there'll be problems back to OctaMED. To enable the MIDI capabilities select MIDI menu -> MIDI Active. An M1 appears next to the first Porting button (second row down) to confirm this. Now you need to tell OctaMED which of your keyboard instruments you'd like to use.

How does MIDI work?

Rather than carry several MIDI leads (transmit information which can be used to play notes, turn an external effects and do everything that MIDI can).

For example, if OctaMED worked via keyboard to play a certain note, it would send a 'switch note on' message together with the note's name and released three eighths after keyboard's MIDI OUT socket to the keyboard's MIDI IN. To ring that note playing, OctaMED would send a 'switch note off' message at the appropriate point.

OctaMED can also send messages for 'pitch bend' (pitch sliding achieved by moving the keyboard's pitchbender sideways), 'modulation' (usually vibrato is achieved by moving the pitchbender upwards), 'aftertouch' (usually vibrato obtained by pressing a key down more firmly than when it was initially struck), and many more.

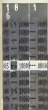
Most modern keyboards are 'polyphonic' and 'multi-timbral', meaning they can play more than one note and instrument at once. If your keyboard allows you to change the MIDI 'mode' (either on or set the keyboard should be polyphonic and/or multi-timbral), set it to mode 0.

By playing notes using the Amiga's keyboard, four MIDI keyboards should be making lovely piano noises. If not, check that everything's correctly connected (see 1st paragraph) and make sure your keyboard's set up to receive on all channels (your manual will give you clues).

Now select instrument 02 (Bolt + Right) and use this to Gums (channel 10), press 0 to select your manual's first instrument. Remember the Vol slider (and Name box, too). When you've done, close the window for now.

Even more tracks

Next we'll increase the number of tracks in the block. Select Block menu -> Set Properties and drag the Tracks slider to 16.



Wow! Trouble is, it's now *impossible* to load the notes as before. So select Set Properties -> Display Max Tracks -> 0. The block title bar has 16 tracks, but only 0 is visible (displayed at once). Oh, the moment of truth... let's try recording. First, choose MIDI menu -> Map Active and switch to mode on. Now select the 8 two instruments (21), then start the block playing using Play Block. Play anything on the MIDI

What are MIDI's main features then?

More features are contained in the MIDI menu. By selecting Input Channel, you can tell OutMIDI to only enter notes played on a particular MIDI channel; this is especially useful for certain budget Yamaha keyboards with overlapping buttons such as the PSR-700. You find Key-Slip to control the onset length of played notes and select Band Volume if you're MIDI keyboard is touch-sensitive.

You can use MIDI instruments on all 64 possible tracks, and you may also use Amiga samples and MIDI instruments on the first four tracks. You can add MIDI instruments to the sample list using the Sample List Editor's Add button, saving you from fiddling with the MIDIChk and Preset editors every time you want to use MIDI. It's hard to count an imaginary discovery for those times they aren't actually located from which.

Some player commands work differently when used with MIDI. For example, types 05 to 07 control the pitchbender, 08 the modulation wheel, and 09 the stereo location (panning). To change a MIDI controller, use types 0F and 00; set the controller number with 05, then set its new value with 00.

You might want to use OutMIDI's alternative method of setting the tempo: Beats Per Minute. Click on SPD (inside the tempo slider) to select this mode. The tempo slider controls the number of beats per minute (just like a metronome). For example, a value of 60 is one beat per second. The other slider controls the number of beats per block. For example, '7' means that eight lines are considered as one beat.

keyboard, and click STOP when you've finished. Click Play Block again to play back what you've just recorded.

Let's get the messy bits sorted first

Good. I want a bit of a mess! If you played any chords while recording the notes of the chords, it'll be played one after the other rather than together so it will sound a bit jumbled together. Switch Chord on just before STOP to rectify this. Also, it's very difficult to stop in time because there's no pasted-on track. So let's make one. Move slider 7 select instrument 02 and build a drum beat using your MIDI keyboard. Just a beat drum every fourth line will do for now.

Now try recording again (use track number -> Out to clear any tracks that were playing) should be much easier now. If you'd like a four beat introduction before you start

recording, press the F0 key then click Com Block on page All Special.

One of the problems with using MIDI is that you're constantly moving from your Amiga to your MIDI keyboard and back again. Wouldn't it be nice if you could control OutMIDI features (e.g. Play Block, select and instrument) simply by pressing keys on your MIDI keyboard?



Well... yes, sort of! But it won't have worked! Firstly, enter your keyboard's first two notes into the block, and make a note of their names (they might be e.g. B 4 and C 7). Next, open a Display menu -> Input Map Editor in this window click Create New Map and switch Map Active on. Now drag the small grid box downwards until the first line plays your two top notes.

Click on the second top note, then click Select Function. This small window shows a list of all the functions you can assign to each note. Drag the scroll bar until you see Set Next line and click on it. Now by pressing the note which is second from the top you should see the current instrument number increase. Next is what? Assign your top note to Play Block in the same way. Then close the Input Map Editor.

Now get on with it yourself

This block is enough to get you cracking with MIDI. Actually, it's MIDI support on the last few lines, primarily a sample sequence, but you can certainly obtain great results with it.

Next month in my next tutorial, we'll attempt to demystify that little to-be-beat, the synthetic sound editor. **Be Well**

Beef up your track numbers - the easy way

There is no easy way to get around the limitations of your Amiga just having four tracks. The 8, 8, 7 and 9 channel modes allow your Amiga to play up to eight samples at once. To use these modes, firstly increase the number of tracks to 8, 8, 7 or 9 (using the Block Properties window as with MIDI). Next, select Drive menu -> Set Options. On the left of this window, click on the appropriate



channel mode button. Click Make on the right-hand side, then close the window.

Unfortunately, it's not as simple as it sounds and you'll notice some side effects pretty quickly. The volume of all samples halves to maximum distortion. There's a different method of setting the tempo - you can only use values 1 - 10 with the tempo slider. And the quality decreases; try selecting High Quality Mode in the Song Options window (if you have an A800 or A800, this will only work in 8 or 9 channel mode).

For best results, however, you shouldn't use more channels than you need. If, for example, you're using doesn't use more than six tracks at once, you should select 6 channel mode instead of 7 or 8 channel mode. This gives you two high quality tracks to play with, too (tracks 3 and 4).

PageStream 2

PART 4

In our final look at PageStream we cover how to import graphics into this excellent DTP package.

Importing graphics into PageStream seems to involve a subject of many facets we've received something like five weeks' bit of writing requests to cover up in this column. In all PageStream types all manipulation starts with two windows: Paint and Objects.

After you've started PageStream, the first thing you'll see is the program's startup screen. It's a bit of a mess, but it's not too bad. It's a good idea to go to the menu bar and select "File" and then "Page Setup" to set up the page. Then you can go to the menu bar and select "File" and then "Page Setup" to set up the page. Then you can go to the menu bar and select "File" and then "Page Setup" to set up the page.

for the image you are using, you still need to choose a number of other attributes for the image. These attributes differ depending on the format of the image. We'll take a look at those for EPS, GIF, and JPEG.

In the Choose Type panel you'll find two subpanels. There are two options in the left list, one is EPS, and the other is GIF. If you choose EPS, you'll see a list of options. If you choose GIF, you'll see a list of options. If you choose EPS, you'll see a list of options. If you choose GIF, you'll see a list of options.

The other list asks whether the image is to be imported as an Object or as a Picture. Window. The next one is to choose a Color. If you select Color Window, a separate window is opened with your picture. In this window, you can select the color of the image. You can then select the color of the image. You can then select the color of the image.

When you release the button you'll see a list of options. If you choose EPS, you'll see a list of options. If you choose GIF, you'll see a list of options.

If you import something other than EPS or GIF, the Choose Type subpanel will do the same thing. For example, with Adobe's files you'll see a list of options. If you choose EPS, you'll see a list of options. If you choose GIF, you'll see a list of options.

To place the image into the page, click OK on the Choose Type panel and then click the little mouse button on the page. The first thing you'll notice is that the image will be displayed on screen. Depending on what PageStream set up to run in, the image will be displayed on the screen. The first thing you'll notice is that the image will be displayed on screen.



▶ Selecting whether to import a graphic as an object or as a picture affects what options are available. The picture below right.

PageStream can be broken up into a number of components. Taking the example of a clip art, a jester's head, all the pieces that go to make it up can be imported and removed from the image. In this case, the jester's head can be imported and removed from the image. In this case, the jester's head can be imported and removed from the image.

Text runaround

Once you have a bitmap picture on the page, it can be made to go around the text by clicking the handles that surround the image. You might also like to make a picture with some text and have

Importing graphics

To import an image, no matter what the format, choose Import/Objects from the File menu. A subpanel will appear for you to choose your image. Select the image and then click OK. The next panel you will see is the Choose Type subpanel.

Although PageStream 2 automatically selects the correct filter

Pasting down

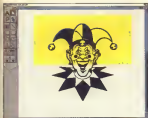
If you load the picture as an object, you'll see the pointer change into a black square. The name will happen when you come to paste your selected area. If you choose to load as a picture, you'll see a different pointer. Now you can do one of two things. If you just click anywhere on the page, the picture will be pasted down at the origin of the object. If you want to paste the picture at a specific location, you can click the left mouse button and drag out the area you want the picture to occupy.



▶ Here we have the picture which has just been imported. You can now click on the different components and alter them if you so desire.



▶ When you appear in File/Import, you'll see a list of options. If you choose EPS, you'll see a list of options. If you choose GIF, you'll see a list of options.



1. The background color is a bright yellow, and the jester's head is a solid black shape.



2. Now you import a jester's head image. The jester's head is a solid black shape, and the background is a solid yellow color.

that text flow around the image. This is no problem for PageStream: just make sure your picture is selected and then choose Item Reround from the Object menu. Then choose an icon that suits the way you want the text to flow around the image. This is useful for all objects, not just pictures.

Now about putting a border around your pictures? Make sure the picture is selected and then choose Line Style from the Object menu. Now choose the attributes for your line, like the

width and color. Once you click OK, you will find your image has a border. Just as useful is a line that lets you make the background color transparent. First select the picture then choose Object Fill Type. Click on the box that says none. After clicking OK, the background color of the image will now be transparent, allowing colored panels and pictures behind the image to show through.

Speed tips

Depending on the speed of your Amiga, you may experience some delays when PageStream creates pictures. In order to speed things up, pictures can be represented on screen as crossed-out boxes by selecting Show P icons from the View menu. Refresh your screen by clicking on a small fan. All of the drawing pictures should now be crossed-out. ■

Larry Holcomb

Let's kiss this thing goodbye

Congratulations! You've made it to the end of the first PageStream tutorial. If you're serious about getting the most from this excellent program you can order the PageStream 2.2 manual and a few extra bits from Soft-Light Ltd. 901 314 390 (0688) for £24.95 or better still, you can upgrade to PageStream 3 for £134.95. See the advert on page 46 of the October 1996 issue of CU Amiga Magazine for full details. You can also find upgrade details in the November and December 1995 issues of CU Amiga Magazine. My own Amiga DTP magazine 'Bit' will continue to publish tutorials on this great program as well as many other desktop publishing programs including ProDraw.

CU Amiga CD-ROM extras

A number of readers have asked how to use the PageStream extras disk from the CD-ROM cover-mounted on the November issue of CU Amiga Magazine. The installer is looking for a disk called PageStreamExtras. As this is the CD version, that disk does not exist, so you need to make an entry. This tells the installer to look for the CD for the files it wants instead of looking for a disk called PageStreamExtras.

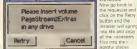
At first you get the message which tells you to insert 'Volume PageStreamExtras' or, if you don't have the disk, you can click Cancel on the message. Simply move it out of the way while you make the entry. To make an entry follow these steps:

Open a Shell window and type following:

Make an entry: **PageStreamExtras**

Press **Enter** then **PageStreamExtras**, then **Enter**.

Please note the spaces between the words 'PageStream' and 'PageStream' and the space () and (CD). Refer to the screen shot at the bottom of this box out if you are unsure.



3. Now you find PageStream showing these options of the picture you have in your page. By selecting these options from the View menu in the menu bar.

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Graphics Masterclass

Deluxe Paint V

Continuing on from last month's tutorial, we'll be looking at more ways that you can reproduce some of those fancy effects that magicians use with DPaint.



In the final part before an exciting new change of direction, Graphics Masterclass passes on a few more tips for DPaint fans.

All curled up

You may have seen an effect in magazines where a corner of a photograph curls up. Some high-end image manipulation software does this automatically but we can simulate it cleverly on the Amiga using DPaint.

The first thing to do is create the curl. This is just a triangle shape with a circular line at the base, filled with a graduated sequence of colour to suggest highlights. Draw a triangle that is as tall as your main image and about 20mm wide.

Call up the Pango requestor in DPaint and create a range of colours that veers from light to dark in a number of steps in the range. Now from the Fill requester select this range and click on the circular fill option (the icon to the right of the horizontal and vertical fill icons). Either draw out the triangle shape or use the Mink polygon tool to create it in one go. Using the Mink code tool with one



4. The triangle (left) has been painted black, with a circular shape around at the base. Transparency has been set at 70%, and the position of the shape is brought to the left so that some of the image is visible.

background colour selected, but not a circle from the base to simulate the curl.

To combine this curl with your

image, cut it out as a brush and save it to disk for now. Load your picture, select the transparency from the Effects menu, and set it to 70%. Load your curly brush and paste it down into the end of your picture. Finally move the bottom of the image to the right of your new brush to make it appear that the curl is part of the picture.

Golden moments

This new effect may not look like much on paper, but it is because it is a very subtle animation technique. To see how I would use it really need to try it for yourself. Trust me, it is good!

The idea is that we add an animated sequence effect to the golden block. The source image was created in a drawing program via Image from the Amiga Magazine's January 1993 cover story. Thanks your colours and the surface carefully to get a good golden effect. If you add up with something that is not quite the right colour, you can always re-touch it with an image processor.

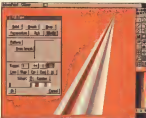
In order to create the desired effect we first need to make a 20-frame sequence of an on film strip gradually increasing in size. This will be used with the Draw mode to create the animation. To create and going to have part of the picture instead is a good idea used as a tool to affect the main image, so it can be made quite roughly and quickly. Here's how.

Create a 20-frame animation based on a black screen. On frame one draw in the centre an unfilled circle in a light colour (about 50% white) using the middle mouse round brush. Cut out this circle with brush and clear the screen.

Call up the animation Move requester (open it on the keyboard) and leave all the settings at their default of 2 frames. To a minimum, the apparent magnification factor throughout the sequence, type in values 200, 300, 400 in the Z distance box, and in the middle mouse anything's OK, click on Preview to make sure your circle brush will enlarge over the duration of the animation.

When all is well, click on OK and watch as DPaint draws out into rolling circles on subsequent frames. The distant areas on now has a great set of an image are growing ever bigger until by frame 20 it should be almost as large as the screen. Don't be alarmed if you suggest the circle has reached this point it will be.

With the first frame on screen, cut out the 20-frame sequence as an Animation. To create an Animation from the Amiga's Animation menu, click on Pick Up. You will now be able to draw out a rectangle on screen which will encompass images over the 20-frame growing circle animation. Remember, while you first create a small one, the last one is much larger, so right from frame one you have to draw out a big enough rectangle to encompass every bit in the sequence.



4. Now you have set up a range of alternating light and dark colours, use the Colour option for the fill requester (shown highlighted) to add gradient to the triangle (left). This colour must now be entered on the white into palette, then use a fill requester.

Golden prose...



Red hot reviews

▲ The photo image isn't really the subject in the window of the animation effect, but you take the difference in color two frames from an animation effect, standardize it (using AutoColor) and then use the color key to make the effect. The final one resulted in a 20-frame animation and then the color key was used to make the effect.

Once Offert has added 20 cells to the Animbrush (based on the 20 frames of an animation) save the Animbrush as it will come in useful for the next tutorial, as well as for your future use.

The next stage is to load in your main image – in this case the golden 'GUMBO' logo. If you load it in to frame one of the sequence, you can quickly use the Animbrush command to drag cells it over the 20-frame already created.

Starting from scratch, load in the image and create a 20-frame animation based on this picture.

Now load in your expanded circle Animbrush (from the Animbrush Load menu, selected) and from the Movie menu, select Linear.

We're now ready for 'Animbrush'. This is a method of viewing what you use the contents of the Animbrush over the animation sequence. What you're going to do is move our Animbrush slightly over the 20-frame animation. As it moves, frame by frame, it will smear what's underneath.

It's all rather nice, if quality and efficiency by Offert, select the straight line drawing tool, and place your Animbrush to the left of the screen. Press and hold down the Alt key and draw out your Animbrush at an angle to the right – any reasonable distance would be from 1 to 15 cells. Now Offert uses the expanding circles at its base, smears small areas of the image progressively.



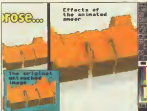
▲ Here is a screenshot to explain the construction of the circular animation used to look around the logo. First, it's from the circle animation and then the frame of an Animbrush. Then used to painting an Animbrush with the logo through it.

Repeat this procedure several times from different starting positions and with different lengths until you're happy with the shimmer. We've used circles as the frame for the smearing and this adds an apparent random factor to the effect.

Golden prose...



Red hot reviews



▲ Here is a screenshot view of one of the steps, showing the original picture of the frame before the linear effect was backgrounded to make linear display the picture and enough to give the other motion.

which is very effective in an animation. I added the supporting text after the Animbrushing so it

wouldn't be affected by the background shimmer. ■
Peter Lutz

Ahh ... This would bring a tear to a glass eye



▲ Here is the final and end image of an animation (the screen). The screen image of the girl has been changed and is now added to her face. The other picture... the animation was set up as a circle and linear. The 'Screen' of a window is reflected on a black screen. The final image added to the animation, and the animation is complete and the animation of this being over the screen, taking the animation.

Wired World

PART 7

As good table manners get you far in life, proper etiquette on the 'net will save you from a roasting. Here's our guidelines to keeping the flames at bay.

Of there on the net lie potential flames and acid water (see the at-line wedding feature for proof of that). Someone states on the web: "I wish IBS* didn't encourage the flames in newsgroups; newsgroups should be low red."

Sometimes serious, witty and friendly posts are in constant contact effectively with each other. This can lead to a great deal of mutual standing for out of necessity the net community has evolved some systems which help to avoid some of these misunderstandings. The most obvious and useful of these is that experienced net people take postings at face value. You can't tell between the lines without further evidence of what the writer intended to get across. Smilies are commonly used to convey feelings in text-based comments. It's essential that you understand these if you are to spend any time exchanging E-Mail. See the box out for right for more information about smilies.

Think before you ...

Before you post a message to a newsgroup you should get acquainted with it first. Read the group for a week before you post anything so it's got a good feel as to what's about. Ask yourself first whether the thousands of people in the newsgroup would want to read what you write. If not then don't write it. Many newsgroups are runned by postmen, people known as moderators.

If you respond to a post, your real-time package will send you text editor with a built-in tool to fix the original message. The plan is to cut out everything from the original that's not relevant to your response and then send your text directly beneath the original. Misspellings, also not text formatting, multiple exclamation marks and other badly formed messages will lead people to see you as a novice or an idiot. It's also best form to type messages in capitals, as this is regarded as shouting.

Roasted to a crisp

You can get away with virtually anything in private E-Mail. Massenet's newsgroups can be checked later and the recipient will expect a message with all grace just for a simple private communication. However, when posting a message into a Usenet newsgroup you are in addressing a message to hundreds and often thousands of other readers. If someone can misinterpret your message they will. If you're writing something offensive expect torrents of abuse (a flames).

If someone does take offense to one of your messages, only reply to the net, then privately. Do not reply with a flame in a public newsgroup. Other people don't want to read it so might find yourself roasted to a crisp if you have something personal to say on with another user of that group. E-Mail them instead.

E-Mail and newsgroups are great. They enable the World to chat and exchange knowledge on an enormous topic. You can be a part of this too and by following these pointers you can make sure that the experience is a rewarding and positive one. ■

Mal Robinson

Net abbreviations

Abbreviations are very common in E-Mail, Usenet and the IRC. For anyone who speaks a substantial amount of time active reading or writing E-Mail these are a good time saver. Here are some of the most common:

Abbreviation	Meaning
IMHO (IMHO)	In my humble opinion (In your humble opinion)
AFAR (AFAR)	As far as I know (Not as far as I know)
AFAR (AFAR)	As far as I can remember
ATM	At the moment
FTY	For your information
BTW	By the way
FAQ	Frequently asked question(s)
NOTFL	Rolling on the floor laughing (rolls on the floor...)
RTFM	Read the f*cking manual
WTF	What the f*ck?
ICBM	I could be wrong
LGRR	Like, mate, You might use CULDR for See you later
LGRR	IRC operator: Hello again

* In these cases, another term like "I" would be when substituted.

Net smileys

Because the expression of emotion is possible via the text-based electronic media, various methods can be attached to the text by use of smilies. They may not actually be smiles at all if the expression is not a happy one! but that's the term still used to describe them. To save most of them, but your head always and you can see a face. Here is the basic list of which means the author is being funny or happy. E.g. Get lost you. :-). On the other hand, :-). means the author is sad about what has just been written. E.g. "My head here just crashed :-)." There are many more forms. In fact most people make up their own. Here are some of the more common ones.

- 1) **Winking smiley**: Open to interpretation. Sometimes people use only this type.
- 2) **Angry (usually)**: Fairly negative.
- 3) **Smiling tongue out**.
- 4) **Smiling face**: Fairly negative though often misinterpreted.
- 5) **My own favourite**: "Is that a smiley? Misinterpretation smiley!"



Net God speaks

As iBrowse is finally here, in demo form anyway, this new WWW browser is being heralded as what Mosaic should have been, so I wait rather than to have a look. My initial fears that it might be a photo-bath version were quickly laid to rest by the supplied readme file. I was intrigued, but while attempting to test it my Amiga guff'd just minutes after starting it up. Not a good sign! My fave debugging tool, Sfrunser, left me in no doubt as to what caused it. Remember those problems with Mosaic? Well, iBrowse has all the same tooth-aching difficulties. Anyway, it's billed as being an early 'Alpha' version, so if you try it out yourself, don't bother telling the authors about the bugs just yet. But why release it in this state? And why have I mentioned it? Well, certain aspects of iBrowse support the new MUI 3.0 and look very promising. It's just a pity that in the interests of advance publicity the authors have to release such a buggy version. Anyway, I'm sticking to Alamo until something better comes along.

Surf's up!

iBrowse finally arrives albeit in demo mode while Voyager is being held back for the moment. Team 17 are now inundated with on-line callers and a bunch of Amiga enthusiasts bring a new ANGLE to games on the 'net.

News

ANGLE bring networking games on line

In response to the November AmiGod column, an organisation calling itself ANGLE dropped us a line to tell us about their mission to make games playable over the Internet.

Standing for Amiga Net Games for Light Entertainment they're a non-commercial team comprised of several Amiga developers. Acting as a contact point for programmers, artists, musicians and designers to join their team, they also hope to work with others to create TCP/IP based software, some of which may not be games related.

ANGLE can be reached at top@amiganet.org and E Mail ANGLE-admin@amiganet.org was sent.

CU-Alpha is 100% behind the relevant attempt to bring more net work games to the Amiga.

Team 17 have Worms

Team 17's WWW site at <http://www.team17.com> has been around under its acronym. The cause of all this activity? Mainly the downloading of demo versions of their smash hit and CU Amiga favourite Worms. All this means more than 640k lines of Pagan verse I guess so they've had to upgrade to 1080k.

Continually expanding the T17 web site has recently grown an area for iBrowse custom screens made by all the 'net connected Worms in the UK.

The site send a 'pearl' don't custom Worm screen to by HTTP uploading to <http://www.t17.com/> claiming 'Just put the user created screen template with WWW extension and the ball will be picked to be included on

their web site making you instantly famous.

Other big news for the T17 home page is that the eagerly awaited patch for Worms 3D will be made available by the time you read this. Being bugs improving the game slightly and adding a special 1 in 1 patch. Worms 3D special edition, demo is an assembled download for A520 systems.

Lastly, keep the E Mail rolling in to T17 at customers@t17.com to encourage them to bring hot Worms to the Amiga. That again makes it a not a good idea. Sendin' requests won't stand a chance against the collective Warming night of the staff of CU Amiga Magazine.

Wagner Vagabonds

The author of the amazing PC stick AmigaC Clear On Wagner

has teamed up with MUI Empire author Karl Phillips. Drive to bring a new web browser to the Amiga. Their software company amazingly called 'HyperSoft' is steering full ahead with the WWW browser which has taken given the working title of Voyager. If the AmigaC is anything to go by we can expect great things from Voyager.

A side note: HyperSoft have promised not to release a demo of iBrowse until it is in a file and stable state. iBrowse and Voyager are the two primary WWW browsers under development and both seem likely candidates for the new Amiga Technologies Worms I left was pack under construction. At the moment, they have some way to go before completion but it's not a sign of development completion can only be good news for Amiga net heads. ■



HyperSoft's forthcoming WWW browser which looks like a promising candidate for the new Amiga software pack.

[illegible]

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Frequently asked questions

What is multimedia and is it any good on the Amiga? FAQ has the answers.

■ Q. What exactly is multimedia?

■ A. That's a tricky question but a good definition would be that a multimedia project is a combination of several elements including graphics, animation, audio, video, music and some times, although not always, a degree of interactivity.

■ Q. Is it different from other programming?

■ A. There is nothing you can't do with multimedia that you could build down and create from scratch with a compiler or assembler. However, that isn't what multimedia is about. It's the art and product which is more important than the tools used to create it. Plus of course, MultiMedia is one of those rare words which can be used to sell software that PCs because they come with a set of speakers.

■ Q. Is the Amiga a good multimedia platform?

■ A. The Amiga is an excellent multimedia computer. It has built-in sound and music capabilities and excellent graphics. All its standard I/O can also be expanded with hard drives, more memory and faster processors for larger projects. Most kind music users are also buying CD-ROM drives, the ideal platform for multimedia.

■ Q. How can I use it on the Amiga?

■ A. There are many multimedia authoring packages available. These vary in complexity from the programming language level of Amos or SideKick to the point-and-click level of Director or MultiMedia Experience. There are many levels in between. Some are great for video effects (such as

extrignt) some are great for writing graph or based programs (GeoDO for example). Some are great at everything.

■ Q. Which should I get?

■ A. That depends on what you want to do. The display or video work. Scale is hard to beat. If you want to create a program which users can interact with MultiMedia Experience is a good way to get started. If you want to write a graph or adventure look out for GeoDO. A language like Amos or SideKick will provide you with all the routines required to load display and play images, animation and sounds, but you will need to program the rest yourself.

■ Q. How can I create good "still" images?

■ A. Good graphics are a vital part of a multimedia project. You can always draw them yourself in a paint package if you are artistic but the best source of high-quality images is a friend's scanner such as the Epson series which will grab a 24 bit colour and so the results will look excellent in HAM mode. Deeper level screens can also give good results and with a little experimentation and with a good source a video digitiser can provide high quality images. There are many CD-ROMs available which contain images that you can get, but you would be lucky to find a disk containing colours which fit your exact requirements.

■ Q. How can I create moving videos?

■ A. Getting moving video to add to your project is not easy. The only way to get VHS quality images at the moment is to use MPEG compressors but although companies like Intel®

are developing MPEG software (several versions are in development) it is possible to use software to encode images, but the results are poor. MPEG systems like Matrox VLB and QuickMovie video play it back, but specific hardware is required for playback and it is very expensive. The cost of playing back moving video is related, perhaps the best approach is to use a specially controlled video record or broadcast player. A good budget buy is the VideoMaster system for the AT386 which can grab 16 shades mono frames and convert them into standard animation files. These can then be played back on monitors or hard disk.

■ Q. Can I control other equipment remotely?

■ A. Yes. You can control plenty of external hardware such as graphics and Laserdisc players. This allows you to play back video tape in real time and thereby Amiga graphics on top. Any After computer system can be used to control Infrared Remote Control hardware with add-ons such as Infrareds from the Amiga.

■ Q. Can I edit sound to my graphics?

■ A. Certainly. The Amiga is capable of replacing sound samples at the same time as it is playing images or an animation. Most multimedia authoring systems will do this for you. Some Amiga-based playback systems are also capable of replacing sounds on certain frames, for example MasterMind Broadcast.

■ Q. What about music?

■ A. Due to the popularity of the various RAO files it is quite straightforward to compose a tune in a program such as SynMIDI and then play it back from within the project. Most authoring software can cope with files in several formats. For professional quality

quality, you may like to use a software synthesizer such as the MIDI player, which can play back MIDI files. Another way to get music is to use a software synthesizer such as the MIDI player, which can play back MIDI files. Another way to get music is to use a software synthesizer such as the MIDI player, which can play back MIDI files.

■ Q. How can I record work onto video tape?

■ A. You can record 1 or video tape quite easily. As long as you stick to the standard Amiga video and then use any DoubleScan mode. The composite video output at the back of the Amiga can be used together with the sound output and connected to a video recorder. You may need a special cable, but there are widely available as many camcorders provide the same output signals. A graphics card may be better, especially as many have DVB output which will record better if you have a DVB compatible video recorder. Using a graphics card with the DVB mode and a drawing software such as Scale allows much more control (drawing, colour effects and so on).

■ Q. Can I distribute my projects on disk?

■ A. If you write in your own language (e.g. Amos) or in any other programming language, most certainly. Most other authoring systems provide a type of Player, which can be used to distribute. You must be careful to make sure that you haven't included material which may be illegal.

■ Q. Can I distribute my projects on CD-ROM?

■ A. Yes, but mastering and pressing CD-ROMs is an expensive business. Amiga software is not becoming available but you might be better taking an existing CD publisher if they would be prepared to take on your work and pay a royalty. **John Kennedy**

The program which will find and help you nuke those pesky baks.

```

search for file names
making its check, and then
delete them if necessary.
- John Kennedy
*/

extern int main (/* the argc and argv */)

/* First, generate list of files to check */

my "Making list of all files in current directory"

/* then I'll use "ls" to get all files + directories */

/* Now, search for those ending in .bak */

my "Looking up file names..."

letfile="lsfile"
catfile="catfile"

letdel="lsdel"
catdel="catdel"

with open(catfile,"r")
with open(catdel,"r")

do while ~end(catfile)
  line=catfile(catfile)
  if line==" " then do
    print out data message " " line
    if line="empty" then close
    cat=right(catfile,4)
    if (cat=="bak") then do
      letdel=open(catdel,"r")
      catdel=catdel+line
      catdel=catdel+line
      catdel=catdel+line
    end
  end
end

with close(catfile)
with close(catdel)

/* Remove the files if required */

my "Number of backup files" catdel
my "Delete open files up " letdel catdel
my

/* remove the files with fileutils/linux

/* All done! */

```

file, stage it to remove the command we need to execute as a single string. Now the Perlman and path are already in one string, so we only need to join that to a string containing the exec delete like this `delete = path+file+name`. Unfortunately it's a real pain to do this, but it's not necessary. In fact, because of the way Affix works this will actually cause the Affix script to fail. What we really want is something more like this:

```

delete "rm -rf $1"

```

so the arguments which follow delete are all contained in quoted marks. This is exactly what the line `delete=delete "||480104|| $1||5||5231281"` attempts to do. The long variable called data is assigned to be the exec delete, and then joined using the concatenation command which is a less visual kind of something called `480104`. This is joined to the file and path name and then to another `480104`.

The magic spell which is

```

480104

```

is actually an Affix function which returns the string for string corresponding to the specified number. If you know your ASCII codes you will know that for example, the letter A has code 64 or decimal 64 and 0 and 0 are joined to us in the case, so the command has code 34.

This is how the variable data is assigned the string containing the delete command and the necessary arguments. Now all we need to do is get the command executed which is where the

```

480104

```

is a very handy Affix command which takes a string and joins with it as though it was an Affix program. So, now I know I know that's how it works. `480104` could be used to read it and run an Affix program line by line if that's what you wanted to do with it. In the case, we'll simply pass it the string we want to at the bottom of creating and let it get on with it. ■

John Kennedy

Logos, meanings
and methods!

We don't make a drama out of a crisis in CU Amiga Magazine. No problem is too big or small. Enough of the clichés, already. Just remember to send in your machine specifications in full as it makes the technical boys at CU Amiga Magazine's life that much easier.



Tony disputed last month's fresh-faced description of him. He says he is an old cat.



Mat would like also to deny that he is fresh-faced **cos** Cilla has earned him too many worry lines.

GD 32 FMTV cart

James Bond lucky enough to get a half million a piece for help for a Cold War movie.

His first, *Mr. Nobody*, was actually the new CO2 ad. I did not know what a co-ordinator was, so I wrote the script. The director for the first CO2 ad was a friend of mine. I then asked John Carpenter, Henry Jaglom and Chris Fawcett and a local artist to represent us in London for help on this. But I've come up against a brick wall. What can I do, except help.

On a different note, Jack Armitage Technologies group to ascertain that QDS toolkits are there or other parties going to make PAV cards for it, as it must be better than the 18-bit Philips CD-i spitters. It is quite there are plenty of people out there who would want their machines to show CD-i files.

Editorial: [View Article](#)
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JIM: The *LEADS FMY* card plugs right into the back of a *LEADS* (after connecting the screen panel). No adapter is needed at all. We think you've got our *FMY* card for some other machine and that's why it doesn't fit. The *LEADS* is more certainly not going to help us in your struggle at the same position. I'm surprised you never found this law drawn by the company that you referenced.

On the discontinuation of the CEM, I've had problems that Amiga Technologists didn't see in light of the machine's success but the reason they gave is that they wanted all their resources to go into the A3190 bank into production and then to develop new machines. Sounds reasonable to me and the CEM is still successful on Amiga. When publishers finally realize how many CEM-ROMs are out

we should definitely use more green
natural and clean energy

August 1998

I am currently attending a G and C event. It and video playback are optional in college camp but your savings A200 is going to give you more credit. Recently the opportunity arose to buy a 2004 Explorer for \$19,000.00 which I need to run Scale #84000. However, my A200 only has a \$12K. Check many A200's I changed to a 1600 A200 but it is still only reading 8.500. I have tried most of the main dealers and repair lately but they do not seem to fix it. They can all tell me how to fix it on an A200, but there is no cure.

David Bentley
University of Essex

The various modifications needed to increase the C++ memory for different versions of Amd64 machine. Bouda has long since faded from the C++ Amd64 collective group. Perhaps a reader knows the answer and might like to let us know or we can meet at C++.

We do have a solution though. Power Computing's (tel. 800.244.273 600) *Model 140* is pretty fast (price \$1,199). Considering it's daughter board has a full 100-Mbps Agnus and 3MB of RAM built-in, it's just in place of the old Agnus to get a full 100-Mbps memory. There's no further modification needed.

Printed: 0000

My set-up consists of a 4000 541 processor 2.4Mb memory installed 2 1/2 100Mhz IDE hard drive and aal

What I try to do is to get up everything in time for the first three minutes and then sit in the car, and the CDSS has to be reset. After that, the hard drive would boot up. I tried adding a new 5.25-in. and acquiring the Mini-Turner files to tell me a device will make any difference. Now, my set up will only work when the life hard drive is disconnected and the hard drive will only work when I cut out of the memory card. Help!

[illegible]

There's two prime suspects here with a CMM and LSI set up. The first is that the CMM and LSI connection is not any solid when it hard drive is fit. The different places of hardware's vibration can cause intermittent connection problems which will cause an end of trouble. To remedy this we are using marking tape to hold the LSI drive in place.

The other culprit is the Max Transfer which with 1.5 MB/s is a common enough problem. Try using Max Transfer to slow down to the 500KB/sec which is 40% of the max. After that, if problems persist, it's possible you have a faulty SMD. Without a much closer look at your system, it's difficult to tell.

Spanish Antagon

A: I have an A500 and I'm thinking of buying an A1200.

Q: Could I run A500 programs like *Parsons Island*?

Super Street Fighter 2: Press of Arms *Proceder and Other Hits* on an A1200?

A: Is the A1200 compatible with the 1384 monitor?

C: Is the A500 machine used with an A1200?

D: When will the Amiga be available in Spain?

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Points in view

The idea of Amiga support has to be sold once again to game software houses, according to a hopping mad Alan Dykes.

RAMming it home



Ought a phone call from a home in a software house recently he wanted some advice on machine compatibility. They were considering releasing one of their PC and Mac titles on Amiga and he wanted to know what sort of machine specifications would be necessary to sell enough copies to justify the cost of conversion. The A1200 with its AGA chipset was a premature starting point: they haven't produced anything like 256 colour SVGA for three years.

Disheartened, he came into the conversion building at 495 and a hard drive would be a suitable minimum, starting point. (SHARING POINTS) Well, it's at about CD-ROMS. Coming from markets that change constantly, he wasn't to know that the Amiga has been frozen in time that floppy drive and 2Mb compatibility still means to his mail if you use to achieve a significant sale, even on A1200. That is a off-cad policy: the Amiga target pack is that.

Viability

Have set me with a perfectly viable computer which most software houses would be happy to develop for but they won't because it's too much trouble. The simple fact of the matter is that PC software is what sells now. It's what makes people rich in Britain in America Worldwide. And no gap between PC customers and Amiga is narrowing at all the time.

I'm not talking about DOS efficiency, about tolerance, or about what the Amiga is capable of doing with a proper expanded setup. It's the fact that you are now really out numbered by owners with real but, please let them power powered PCs equipped with Quad speed CD-ROM drives and 16 colour 16:9. And contrary to Andy Leaning's optimistic assessment Windows 95 is not good for the Amiga.

With DOS and Windows 3.1 things of the past, with Microsoft

themselves slugging them off almost every single software house in the world is now committed to Windows 95 compatible. This means that they will be

producing for machines with a minimum of 8MB RAM. And most companies I've spoken to do not envisage AMI products going on sale on floppy disk after mid 1995. CD-ROMs will rule. All Games and those too which are too dumb to stand up to them have pulled off the biggest and best legal. I haven't to add inconceivable triumph since God intended us and instead that we breath it to die. It's not the PC itself which will responsible of destroy formats like the Amiga or Macintosh. It's Microsoft. There is no longer any choice, everyone has to be Microsoft compatible.

But I'm getting even excited. There is a choice, and as long as we have cash in our pockets and can devote for ourselves that choice will remain. Apple may be struggling but there are more games being released for the Mac at the moment than for the Amiga. The reason for this is that Apple adopted and integrated CD-ROM drives very early. They also have reasonable built-in graphics capabilities and minimum RAM on the Mac is 4Mb, though in the vast majority of cases anything sold from the mid-80s has 8Mb.

With the PC market flooded by publishers and developers and profits squeezed in that way the Mac is seen as yet another source of income. With the 16MB and peripheral resources it is possible to get a Windows 95 compatible product (see and get) I'm sorry.

Got the power

Here we are sitting in the middle of the biggest upheaval in the Amiga history with PowerPC expansion boards being developed by Phase 5 in addition to Amiga Technology

and PowerPC much needed. 684 months a new hardware and a mass new range of excellent, experts on available. But the games software houses are shivering, as because they think it never pay them to convert a PC product. They to get it to run on the Amiga-based resources which it was designed for. IBM's machines with 8MB RAM and a CD-ROM drive without a viable

Brian has the experience to produce world class software and a couple of years ago this meant Amiga games. But in the modern global market where Britain wants and where you want is secondary to what the rest of the world needs. A significant majority of the rest of the world wants PC games, and we unfortunately have to follow them. This doesn't mean that we have to switch to using PCs: they are not wonderful and inefficient. It does mean though that the Amiga's processor, RAM and storage facilities have to keep pace with the PC's.

The next part another upgrade plan to year. It's also a pity to Amiga Technologies to realise that they have lost the automatic preference which was given to the Amiga by UK developers in the past. I know for a fact that games will be ported across to Amiga if it has the resources to run them. But they is co-operation with the various upgrade and peripheral manufacturers have to provide hard proof that there are plenty of upgraded Amigas about and that the next generation will be the business Amiga. Technologies doesn't just need to sell new Amigas to the public, they need to re-sell the Amiga concept to games publishers. ■

The opinions expressed in this article are not necessarily those held by CIP Amiga Magazine. If you hold an opinion on this or any other related subject then E-Mail us at: CUAMAG@Amiga.Amiga.com

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